Dylan J. Perrill

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EDUCATION:

Bachelor of Arts   Expected Graduation: May 2027
College of Saint Benedict, St. Joseph, MN   Cumulative GPA: 3.69/4.0
Major: Computer Science, Minor: Finance   Major GPA: 3.71/4.0

Relevant Coursework:
- Computer Science: Intro to Computing, Problem-Solving & Programming, Data Structures, Discrete Computational Structures, Software Development, Computer Organization, Data Communication & Networks, Operating Systems (in progress), Ethical Issues in Computing (in progress)

TECHNICAL SKILLS
- Programming: Python, Java, HTML, CSS, JavaScript, SQL
- Tools/Frameworks: Eclipse, IntelliJ, Git, Linux, Jupyter Notebooks
- Other: Microsoft Office Suite, Adobe Creative Cloud (Photoshop, Premiere, After Effects)

PROFESSIONAL EXPERIENCE

HTML Developer Intern — WAND Digital, Eden Prairie, MN   *May 2024 – August 2024*
- Developed dynamic digital menu boards using HTML, CSS, and JavaScript as part of the "Wandification" Project.
- Contributed to alleviating workload during a high-demand summer by producing scalable, client-ready solutions.
- Collaborated with design and dev teams to ensure quality across deployed boards.
- Trained and onboarded a new hire to seamlessly transition responsibilities before departure.

Finance Intern — Perrill, Minnetonka, MN   *May 2024 – August 2024*
- Assisted with balancing account statements and validating financial transactions.
- Collected and analyzed client financial data for reporting and process improvement.
- Supported ad hoc business operations in a fast-paced office environment.

Classroom & A/V Support Technician — CSB/SJU, St. Joseph, MN   *Aug 2023 – Present*
- Provide real-time technical support for classroom technology issues, reducing downtime for faculty.
- Edited and optimized recorded lectures for clarity and accessibility.
- Partner with faculty and staff to ensure smooth execution of presentations and events.

Operations Intern — Compute North, Eden Prairie, MN   *Summers 2020, 2021, 2022*
- Diagnosed and resolved hardware/software issues in a data-center environment.
- Improved logistics workflows by troubleshooting supply chain labeling errors.
- Streamlined communication channels between technical teams and clients.

PROJECTS

Basketball Season Simulator (Python, Tkinter, OpenAI API) — Dec 2023
- Built GUI application simulating NBA seasons/playoffs with custom expansion team mode.
- Integrated OpenAI API to dynamically generate team logos and names.

CSBSJU Sterns Bank Hackathon (1st Place) — Apr 2024
- Designed accessibility features (translation & text-to-speech) to improve banking inclusivity.
- Prototyped AI-powered customer support assistant to increase client engagement.

CAMPUS & LEADERSHIP
- **Member — Computer Science Club**
- **Member — Club Ultimate Frisbee, Intramural Basketball**