

WILLEM DALTON

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OBJECTIVE

Seeking a Software Engineering co-op/internship to expand existing skills in programming and problem-solving. Available Spring, Summer 2026.

EDUCATION AND AWARDS

Rochester Institute of Technology

*Bachelor of Science, Software Engineering
Minor in Mathematics*

Rochester, NY

Anticipated May 2028

- GPA: 3.930
- Dean's List: Fall 2023–Spring 2025
- Recipient of the Presidential Scholarship (*Merit-based*)

Relevant Coursework: Web Engineering, Personal Software Engineering, Introduction to Software Engineering, Engineering of Software Subsystems, Differential Equations, Statistics and Probability for Engineering, Introduction to Web Technology, Interactive Media Development

SKILLS

Technical Skills: VSCode, Visual Studio, GitLab, GitHub, Microsoft Office Suite, Unix/PowerShell

Programming Languages: C#, HTML/CSS/JavaScript, C, C++, Java, Python, Lua

Operating Systems: Windows, macOS

PROJECTS

Assignment Tracker (Personal Project)

September 2024 – May 2025

- Developed a website to track ongoing class assignments and due dates using HTML, CSS, and JavaScript, with data stored in a PostgreSQL back-end server.
- Organizes assignments by due date and allows users to add, remove, and complete assignments to assist with time management and tracking deadlines.
- Practiced full-stack development practices using Flask-RESTful for the REST API and PostgreSQL for persistent storage.

Supply A Teacher (Academic Project)

Jan 2025 – May 2025

- Developed a single-page application for users to donate school supplies to teachers for a given school system, including user login/logout authentication.
- Designed with Angular and TypeScript for front end, Java Spring for back end.
- Collaborated in a team of five using Agile and Scrum methodologies to track project progress.

Drover (Ongoing Personal Project)

May 2024 – Present

- Developing a 2D action game in Python using the Godot game engine.
- Implementing a procedural dungeon creator with tunable parameters, applying previous knowledge on data structures and object-oriented principles.
- Gaining valuable experience in game development, strengthening existing experience in software development and programming.

EXPERIENCE

Medway Cable Access

Medway, MA

Part-time Producer

May 2024 – Jan 2025

- Conceptualized, edited, and created promotional videos for the town television station
- Used Final Cut Pro and Apple editing applications to make high-quality videos.
- Developed technical proficiency with macOS and video editing software in a short period of time, enhancing existing problem-solving skills.