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Dion Tryban

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Education

Florida State University

Bachelor of Science in Computer Science, Minor in Mathematics

Expected May 2025

GPA: 3.68

Skills

Languages: Python, TypeScript, Rust, HTML, CSS, Java, C#, C++, SQL, GDScript, GLSL

Frameworks and Core Libraries: Godot Engine, Electron.js, React, Tailwind CSS, Svelte, OpenGL, LWJGL

Tools: Git, Gradle, Maven, npm, Node.js, SQLite, MySQL Workbench

Projects

Party Pirates (DevLUp FSU Club Game Project)

October 2023 – Present

- Initiate and organize the development of a small 4-player local-multiplayer party game in the Godot Engine, with the goal of teaching beginner club members through hands-on experience.
- Collaborate with members to make game design decisions and define goals for the initial prototype.
- Meet twice weekly virtually to delegate tasks and help beginners via pair programming.

DOOMed Tales (72-hour Game Jam)

July 2023

- Led a team of 6 in developing a DOOM-inspired first-person shooter in the Godot Engine.
- Designed the core game systems, including rooms, enemy spawning, and progression logic, as configurable building blocks for other team members to utilize in level design.
- Provided technical support to team members who had little-to-no experience with the Godot Engine.

CHIP-8 (CHIP-8 Interpreter / Emulator)

April 2021; November 2023

- Created an emulator for the CHIP-8 instruction set that can run CHIP-8 ROMs such as Tetris and Pong on modern hardware written in Rust using OpenGL for rendering and OpenAL for sound.
- Implemented the CHIP-8 spec based on technical documentation that passes popular test-suite ROMs.

Quickwarden (Quick Access Companion Utility for the Bitwarden Password Manager)

May 2023 – Present

- Develop a multi-platform desktop background application with Electron and Typescript that enhances the Bitwarden Password Manager with a feature typically absent but found in its pricier competitors.
- Use the Bitwarden CLI API to asynchronously fetch a user's passwords periodically for quick access.

Minecraft Mod Development (Multiple Projects)

August 2017 – Present

- Create Java mods achieving 42 million total downloads with 1.8 million average monthly downloads.
- Contribute to other open-source mods and libraries to add missing features and improve compatibility.
- Develop an open-source API to target the different widely used modding APIs with a unified code base.

Professional Development

Vice President — DevLUp FSU (Game Development Club)

April 2023 – Present

- Design, organize, and teach hands-on workshops teaching game programming and design.
- Lead the development of a club game project to help members get past the hurdle of their first game.
- Help plan and create regular correspondences, workshops, lectures, and recruitment opportunities.
- Provide support and resources to members to help them make their own games.