

Dustin Headington

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SKILLS

Programming Languages and Frameworks: Java, Python, C#, Swift, HTML

Other Technologies: Git, Spring, Godot, JMP, Kafka, Rest, MS Suite

Soft Skills: Time Management, Flexibility, Communication, Leadership

PERSONAL PROJECTS

Website-Scraping Discord Bot, *Backend Development*

May 2024 – August 2024

- Designed and developed a **web-scraping** Discord bot in **Python** to display requested real time video game information.
- Utilized data scraping libraries (**Beautiful Soup**) to navigate through **HTML** to collect images and text from the video game's wiki website.
- Web-scraped data gets saved and sent into an image building process that formats and constructs into a dynamic PNG response based on the requested character.

Early Stage Game Development

May 2023 – Present

- Utilized **Godot** game engine nodes and tree hierarchies interacting with scripts to allow for player interaction with terrain.
- Developed noise map terrain generation algorithms to create random environments for the player to interact with.
- Created interacting scenes in **Godot** with object manipulation and **Asperite** animated sprite implementation.

Personal Assistant iOS App, *Frontend Development*

November 2024 – Present

- Utilized **Alamofire** Package to simplify sending and receiving **HTTP** requests to backend server
- Encoded and decoded payloads for smooth data management
- UX/UI dev with **Xcode**, front-end custom animations for user interactions
- Managed testing through **Apple Developer/Test Pilot** and via personal devices

EDUCATION

Bachelor of Science in Computer Science, *Colorado State University*

(2026 Expected Graduate)

Minor: Finance

- Algorithms and Data Structures (CS165 CS2)
- Discrete Structures and Applications (CS220)
- Foundations of Computer Systems (CS250)
- Web Design and Development (JTC 372)
- Operating Systems (CS 370)
- Software Engineering (CS 314)
- Algorithms Theory and Practice (CS 320)

JOB EXPERIENCE

Product Flow Specialist, *Best Buy*

(2024 - Present)