Chuck Dries

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Tech / Design / Photography / Leadership

Education

BS Computer Science at Arizona State University - Graduating: Spring 2019
Barrett, The Honors College & The Ira A. Fulton School of Engineering
Relevant coursework:

- Object-Oriented Programming
- Calculus for Engineers I, II, & III
- Physics I: Mechanics
- Univ. Physics II: Elctrc/Magnet

- Programming Languages
- Discrete Math Structures
- Applied Linear Algebra
- Digital Design Fundamentals

- Algorithmic Problem Solving
- Intro to Software Engineering
- Algorithms & Data Structures
- Engineering Probability & Statistics

Skills

Web	HTML5, CSS3, Javascript & Node
Programming	Java, C, C# with Unity, C++, Python, Scheme, Bash
Design	Photoshop, InDesign, After Effects, Premiere Pro
Etcetera	Leadership experience, KVM/LibVirt/QEMU, ESXi

Work Experience

The State Press
August 2016 - Now

Digital Developer (Spring & Fall 2017), Editor (Fall Semester 2016)
- Created the Graphics desk from scratch to meet the needs of a new generation of news media
- Developed automated tools to streamline content production
- Managed creative projects and the artists involved in them
- Ensured editorial deadlines were met

Desert Community Robotics
March 2013 - July 2016

Teacher
- Taught classes in Lego Mindstorms robotics, web design, video production, basic physics and mechanics principles
- Ran a technology summer camp that included everything listed above and Seaperch underwater robotics

Project Experience

Chat Plaform
Techbuds Solutions
- Slack clone with custom features for stock traders
- Front end Vue.js and Socket.io
- Back end Node, Mongo, Socket.io
- Build process so complex I'm genuinely proud of myself for setting it up

Volunteer Management Portal
Opportunity Hack 2016
- Tracks time in, time out, total hours, attendance, etc. for volunteers and events.
- Back end Mongo, Node, Express
- Front end Nunjucks & Bootstrap

PaperBoy
The State Press
- Slack bot in Node to automate newsroom tasks
- Notifies writers when their content publishes
- Consumes Slack RTM API and our CMS's in house API

Sorting Algorithm Visualizer
Personal Project
- Visualizes a variety of sorting algorithms
- UI with Two.js

Unreleased Gardening Game
Personal Project
- VR game about planting and tending to flowers and other flora
- Building in Unity
- Run on SteamVR/HTC Vive, probably also on Oculus Rift (untested)

Community Service, Honors, and Awards

Eagle Scout	*The Boy Scouts of America*
The President's Volunteer Service Award	*The White House* Awarded by the White House for over 200 hours of service given to Phoenix Children's Hospital.
Third Place	*Opportunity Hack 2016*

Other Experience

- **The State Press** - Staff Photographer
- **Gilman Law Offices** - IT Consultant
- **Safeway** - Starbucks Barista
- **Firebird Robotics** - Lead Web Designer
- **Chaparral Ashes** - Graphic Design Editor

Fun Facts & Side Projects

- My primary OS is Windows 10, but it runs fully virtualized on top of Slackware Linux with access to all of my physical IO and my GPU, and is itself installed on a physical NVMe SSD. I store my files on a group of SMB shares hosted by Slackware. This was harder to set up than it sounds and I am proud of it.
- I started learning HTML in 7th grade, and building raw, pure HTML+CSS layouts from scratch is still one of my strongest skills.
- I'm working on a virtual reality gardening game in Unity for the SteamVR/Vive platform.
- I built and maintain a cloud copy paste solution because I got tired of manually typing code from tutorials.
- I'm about to deploy a Slack bot at The State Press that interfaces with their CMS to notify writers when their content publishes.