

## Dennis Dalton Resume

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## Objective

- Hands-on problem-solver passionate about tackling challenges and creating innovative solutions. With a background in technology and a commitment to learning, I leverage technical expertise and teamwork to deliver impactful results. Focused on optimizing workflows, leading projects, and mastering new skills to drive success.
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## Education

- Georgia Gwinnett College – *B.S. in Software Development, 2021*
  - Gwinnett Technical College – *A.A.S. in Software Development, 2019*
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## Work Experience

### Kohl's – Operations Lead & Supervisor (2019–Present)

- **Managed operations** during high-demand periods, ensuring **safety, efficiency**, and excellent **customer experiences**.
  - Supervised teams, resolved **real-time challenges**, and streamlined **inventory workflows** across departments.
  - **Trained and mentored team members**, fostering a culture of **continuous improvement** and accountability.
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## Skills

### Technical Expertise:

- Proficient in **Java, Kotlin, C++, Python** with hands-on experience in **Android Studio, Unreal Engine, Git, and REST APIs**.
- Skilled in **system optimization**, including custom-built PCs, and NAS servers
- Section 609 Refrigerant handling certification acquired.

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### Project Management & Collaboration:

- Experienced in **team leadership**, **task delegation**, and **goal-setting** to meet project milestones.
- Proficient in **Agile methodologies**, fostering collaboration and adaptability.
- Skilled in **documentation**, **conflict resolution**, and mentoring team members.

### Problem-Solving & Adaptability:

- Adept at analyzing and resolving complex technical challenges with innovative solutions.
  - Quick to learn and apply new tools in practical, high-impact scenarios.
  - Resourceful and capable of thriving in **fast-paced, evolving environments**.
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## Projects

### FreeRunners - [Unreal Engine Game](#)

(<https://store.steampowered.com/app/1614010/FreeRunners/>)

- **Led a team** to develop a **third-person platformer** with single-player and co-op modes.
- Managed **project goals** and task assignments, ensuring smooth team collaboration.
- **Designed real-time mechanics** and an **online leaderboard**, solving critical technical challenges.

### SteamCharts Application - [GitHub Repository](#)

(<https://github.com/DennisDalton671/SteamCharts>)

- Built an **Android app** to display real-time player statistics, prices, and discounts for Steam games.
- Self-taught **Android development** to create a smooth, **user-friendly interface** optimized for performance.

### Custom-Built PC and Home NAS Server

- Built a **high-performance PC** and **NAS server**, optimizing hardware and system performance.
- Configured secure file storage for **easy access** and **reliable system operations**.

### Mini-Game Application

(Personal - Ongoing Work in Progress)

- Developing a **modular Android app** featuring games like Snake and Flappy Bird.
- Focused on **scalability**, **gameplay mechanics**, and seamless **UI/UX design**.