

Dillon Quigley

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EDUCATION

The University of Texas at Austin, Austin, TX May 2028
Bachelor of Science in Computer Science, Minor in Business and Economics GPA: 3.87

SKILLS

Programming Languages: Java, JavaScript/TypeScript, HTML/CSS, Rust, Swift, C#

Libraries/Frameworks: Node.js, React, Next.js, SvelteKit, Shadcn UI

Platforms/Tools: Supabase, Unity, Figma

PROJECTS

Open Source Health Tracker Wearable Feb 2026 – Present

- Building an open-source biometric wearable with a custom PPG sensor circuit for heart rate and HRV monitoring
- Developing cross-platform ecosystem (iOS/Swift, SvelteKit, Supabase) with self-hosted support
- Architecting a TypeScript plugin system enabling users to build custom data analysis and visualization tools

Terminal GameBoy Nov 2025 – Jan 2026

- Built a cross-platform Game Boy and Game Boy Color emulator in Rust that renders entirely in the terminal
- Implemented dual rendering pipelines (ASCII and Unicode half-blocks) with audio emulation
- Engineered automatic save/load system, an interactive ROM browser, and support for most terminals

MockLab Aug 2025 – Oct 2025

- Built a real-time AI interview coach using Next.js and Supabase to help students prepare for technical interviews
- Integrated OpenAI's GPT-4o-mini-realtime API for low-latency speech output for natural conversation flow
- Engineered a Supabase backend to persist user sessions, interview history, and performance analytics
- Developed an AI evaluation pipeline that scores interviews and gives feedback on strengths and weaknesses

TikTok LIVE Plinko Aug 2024

- Built an interactive TikTok LIVE Plinko game in C# and Unity with real-time viewer interaction via API
- Launched the game, growing the TikTok account to 15,000+ followers over 12 weeks

Localsidian Oct 2024 – Dec 2024

- Developed an open-source Obsidian plugin in TypeScript enabling users to query their notes with local LLMs
- Integrated local LLMs, ensuring all note data stays private and out of cloud AI training

LEADERSHIP EXPERIENCE & COMMUNITY INVOLVEMENT

UT Computer Science Transfer Society (CSTS) – Outreach Officer Aug 2024 – Present

- Planned 3 resume & essay workshops to help undeclared freshmen transfer into the CS school
- Created marketing materials targeting undeclared students, resulting in 80+ Discord server members joining

UT Machine Learning Data Science Club (MLDS) – Member Aug 2024 – Present

- Participated in workshops and programming exercises to learn machine learning, AI, and data analysis skills
- Applied skills learned, like Local Language Models and Graph-RAG, to projects like Localsidian

WORK EXPERIENCE

MyGreek – Sales & Outreach Jan 2025 – Aug 2025

- Marketed MyGreek to 500+ fraternity members in St. Louis, resulting in 3 converted organizations
- Drove startup growth through lead generation and cold outreach, achieving a 20% close rate

Rally House – Sales Associate Mar 2024 – Dec 2024

- Handled high-volume customer interactions, consistently receiving positive feedback and repeat customer visits
- Trained 5 new hires on sales strategies and store procedures, enabling independent work within their first week