Bryce Dunlap

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EDUCATION

Northeastern University   **September 2023 – September 2025**
Master of Science in Computer Science

Florida International University   **September 2021 – May 2023**
Bachelor's Degree in Biological Sciences

RELEVANT COURSEWORK

- Data Structures
- Algorithms Analysis
- Machine Learning
- Computational Biology
- Quantum Computing
- Database Management
- Network Security
- Object-Oriented Design

EXPERIENCE

Innosoft Inc   **February 2025 – Present**
Software Engineer   *New York, New York*

- Developed and optimized C# and JavaScript modules for a proprietary tax preparation platform, reducing processing errors by 30% and improving overall filing performance.
- Led a front-end compliance initiative by designing and implementing a custom cookie consent banner in pure JavaScript, bringing multiple company domains up to current data privacy standards.
- Refactored legacy C# logic by consolidating 40+ state-specific filing conditions into a single configuration-driven module, improving maintainability and reducing technical debt.

Khoury College of Computer Science   **January 2024 – September 2024**
Graduate Teachers Assistant

- Graded over 100 student assignments in Object-Oriented Programming and Discrete Mathematics to maintain course quality and ensure timely feedback.
- Provided personalized 1-on-1 tutoring to struggling students, improving individual performance and boosting average exam scores by clarifying core concepts.
- Streamlined the grading process by organizing rubrics and handling submissions through the course portal, reducing turnaround time for student feedback.

Beta Analytic   **June 2023 – January 2024**
Laboratory Technician

- Recorded and organized pre-treatment datasets in a proprietary system to support analysis of unique artifacts and biobased items.
- Processed and prepared material samples for isotopic and chemical analysis in accordance with laboratory standards.
- Collaborated with analysts to ensure data integrity, perform quality checks, and streamline pre-treatment workflow efficiency.

PROJECTS

Real-Time Object Detection with YOLO | *Python, OpenCV, PyAutoGUI*

- Utilizing tech -**YOLOv11**, **OpenCV**, and **PyAutoGUI** for real-time screen recognition and enabling automated input actions across UI elements.
- Trained a custom YOLO model on annotated gameplay frames to achieve roughly 90% full interaction automation with 0 runtime errors.

Lightning Checkout – Automated Purchase Bot | *Python, PyAutoGUI*

- Engineered a **Playwright**-powered bot using retry logic, timed refresh, and fast DOM targeting. Automating the ability to purchase high in demand items.
- Achieved a 95% success rate on product drops by implementing robust error handling and low-latency click automation.

AI Chess Master – Stockfish-Powered Chess App | *Python, Flask, React.js*

- Developed a browser chess app using **React** and **Flask**, powered by the **Stockfish** engine for adjustable AI gameplay.
- Handled move validation, game state sync, and async play to enable smooth interaction across all devices.

TECHNICAL SKILLS

Languages: Python, SQL, C#, JavaScript
Developer Tools: Visual Studio, MSSql, VS Code, VIM, PostgreSQL, Pandas, MatPlotLib, SciKit-Learn
Technologies/Frameworks: Linux, Git, Jira, .NET

LEADERSHIP / EXTRACURRICULAR

Founder - Scuba Club   **Spring 2022 – Spring 2023**
President

- Founded a scuba and freediving club to build a community around ocean safety, conservation, and exploration.
- Scaled membership to 500+ by organizing certified dive trips, leading safety workshops, and coordinating outreach and budgeting efforts.