

Dylan Spence

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Summary

Software engineer with a strong systems mindset and hands-on experience across Linux, IT infrastructure, and full-stack development. Comfortable taking ownership of production software, maintaining legacy systems, and building tools and automation that improve reliability and developer productivity.

Education

Rochester Institute of Technology, Rochester, NY

Bachelor of Science in Computer Science, Honors | May 2025

Professional Experience

Precision Optical Technologies, Rochester, NY

Software Engineering Co-op | January 2024 – August 2024

- Designed a Gitlab synchronized web interface that improved our engineers project, and issue tracking by replacing an outdated excel spreadsheet.
- Maintained legacy software such as Electron, QT, and React based applications that accounted for a majority of company revenue.
- Managed the internal Django framework, improving on old features while adding new ones to support other parts of the company like sales, HR, production, and engineering.
- Worked on firmware of custom tuning box hardware that our customers and engineers used

MKS Instruments, Rochester, NY

Software Engineering Co-op | January 2023 – July 2023

- Developed a Jenkins build automation script that greatly streamlined the ability to ship software.
- Enhanced main Dynamic Link Library by adding to the test suit, fixing reported bugs, and adding requested features.

MIMIO (Remote)

Application Developer | July 2022 – December 2022

- Collaborated with the client to develop a unique messaging app that was shipped to Google Play Store and Apple App Store.
- Delivered timely Graphical User Interface updates to the client throughout development.
- Built back-end components of the App including, Firebase database, user login flow, and a custom message interpretation engine.

Projects

Homelab Server & Infrastructure Management (Docker, Cloudflare, Proxmox, Linux)

- Assembled a custom built server running Proxmox as a hypervisor
- Manages multiple virtual machines and Docker containers for self hosted services that route through Cloudflare zero-trust to be exposed to the internet

Porthole Linux Distribution (QML, Bash, Linux, Python, UI Design, Quickshell)

- Maintains a set of repositories that together make up Porthole, a customized Arch Linux distribution.
- Assembled a set of Bash scripts that automatically installs packages and setup dot files to build the distribution.
- Devised a Quickshell widget that makes up the desktop environment along with Hyprland
- Created a QT application that allows for customizing and configuring the distribution.

Technical Skills

Programming: Python, Java, C#, Javascript, Typescript, C, Dart, SQL, QML, Bash

Frameworks/Tools: Django, Git, Databases, Perforce, .NET, Firebase, Next.js, React, Flutter

DevOps/Infrastructure: Docker, Proxmox, Cloudflare, CI/CD, Networking, Virtual Machines

Operating Systems: Linux(Ubuntu server and Arch), Windows, Windows Server, MacOS



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