

Dylan O'Toole

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SKILLS: C++, C#, TypeScript, JavaScript, React, Python, PostgreSQL, Scala, Linux, Git, OOP, TCP/IP

EXPERIENCES

Asana Sept. 2025
Software Engineer Vancouver, BC

Asana May 2024 - Aug. 2024
Software Engineer Intern Vancouver, BC

- Addressed key feature requests from large enterprise customers by revamping user deactivation in enterprise tooling with **TypeScript**, **Scala**, and **React**.
- Reduced enterprise churn by implementing deactivated users' email searchability in **AWS** OpenSearch using **PostgreSQL** and **TypeScript**.
- Spearheaded the resolution of a critical breakage that blocked enterprise tooling for over **1,000** licensed users.

Mozilla May 2023 - Apr. 2024
Software Engineer Intern - Firefox networking team Toronto, ON

- Achieved a **5%** improvement in URL parsing in Firefox by applying the 2023 URL search specification using **C++** and **JavaScript**.
- Engineered Firefox's auto-proxy connection feature, ensuring seamless compatibility with users' OS settings through **multithreading**, **C++**, **JavaScript**, and **object-oriented programming**.
- Empowered over **5 million** DevTools users to test their applications more effectively by deploying a simulated offline mode in Firefox DevTools.

YNCN May 2022 - Aug. 2024
Lead Software Developer Toronto, ON

- Generated over **\$100,000** in revenue and connected over **14,000** users by implementing a networking platform while leading a team of ten using **JavaScript** and **React**.

Rocscience Inc. May 2022 - Aug. 2022
Software Developer Intern Toronto, ON

- Achieved a **5%** decrease in mining operational costs for over **7,000** customers by implementing a user-facing algorithm to section and render surfaces using **C#**, **C++**, **Visual Studio**, and **OOP**.
- Built a 3D terrain polygon tool to display a runtime-chosen slice of terrain with **C# WPF**.
- Awarded **1st** in a company-wide hackathon by working with a team to create a 3D VR terrain model viewer and interactable hand UI on the Microsoft HoloLens 2 using **Unreal Engine 4**.

AVOLTA Inc. May 2021 - Sept. 2021
Software Engineer Intern Toronto, ON

- Developed an encryption algorithm as part of the security team for a prototype car key fob using **C++** and **C#**.
- Led the development and design of the personal car page prototype for the Avolta mobile app using **React** and **Figma**.

EDUCATION

University of Toronto Sept. 2020 - April 2025
Bachelor of Applied Science in Computer Engineering + PEY Co-Op Toronto, ON

Dean's Honours List

Courses: Data Structures & Algorithms (**C++**), Operating Systems (**C**), Computer Networks (**C**), Deep Learning, Software Engineering, Databases (**PostgreSQL**), Distributed Systems (**Java**), Computer Security (**C++**)