

# Dylan Oldham

Reliable and driven computer science student with multiple years of team software engineering experience.

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## EXPERIENCE

### Galois Inc, Remote — *Software Engineer Intern*

JUNE 2022 - September 2022

Worked on the entire stack of a product which detects potential IAM misconfigurations and vulnerabilities.

Created web pages with custom interactive UI elements to allow users to manipulate complex, recursively-defined data.

Created API endpoints to allow usage of a new backend service, and modified postgresQL database schemas accordingly.

Designed several test suites to avoid future errors in the more arcane parts of the code.

Implemented CI on our repositories using GitHub workflows.

### Oregon State University, Corvallis OR — *Service Desk Technician*

DECEMBER 2021 - MAY 2022

Diagnosed and addressed the technical issues of OSU faculty and students over the phone.

### Group6 Studios, Corvallis OR — *Software Engineer Intern*

MAY 2020 - JUNE 2022

Assisted in the design, implementation, and testing of new features for an online multiplayer game, along with optimizing and improving existing features.

Implemented code in various areas including low-level graphics, UI/UX, animation, game logic, and network programming.

## EDUCATION

### Oregon State University, Corvallis, OR

September 2020 - Expected Graduation June 2024

3.75 GPA. Working towards a Bachelor's degree in Computer Science.

### Linn-Benton Community College, Albany OR

SEPTEMBER 2018 - JUNE 2020

4.0 GPA. Earned 68 credits here while still in high school.

## SKILLS

Remote Collaboration

Agile development

Git, GitHub Workflows

ReactJS

Linux

## LANGUAGES

C, C++, Java, Haskell, Rust,  
TypeScript