

# 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 cloud system vulnerabilities.

Created web pages with interactive UI elements so users can manipulate complex, recursively-defined data.

Created REST endpoints and redesigned postgresSQL database tables to support new backend services.

Designed several test suites to increase maintainability.

Implemented CI systems using GitHub workflows.

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

DECEMBER 2021 - MAY 2022

Diagnosed and addressed the technical issues of university 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.

Optimized the game to improve its average frame rate by over 400%.

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. Bachelor's Degree in Computer Science.

### **Linn-Benton Community College, Albany OR**

SEPTEMBER 2018 - JUNE 2020

4.0 GPA. Completed 2 years of college courses during high school.

## SKILLS

Linux

ReactJS

GitHub Workflows

Remote Collaboration

Agile development

## LANGUAGES

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