

DYLAN JOHNSON

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EXPERIENCE

Search User Interface Team, Ancestry.com

May 2015 - Present

Software Engineering Intern

Provo, UT

- Worked with the SearchUI team of Ancestry.com.
- Assisted with the development of new production level code, improved site performance, and fixed bugs.
- Contributed to the development of new services and features. Such as the pagination widget.
- Development in JavaScript, C#, SQL, Visual Studio 2013, Windows 7.

Emerging Analytics Center, UALR

October 2014 - May 2015

Software Engineering Intern

Little Rock, AR

- Worked under Dr. Carolina Cruz-Neira, the inventor of the CAVE system.
- Developed Data Visualization solutions for Oculus Rift and CAVE system.
- Used Unity 3D C# for 3D programming and model manipulation.
- Used OpenCV (used OpenCvSharp to integrate with C#) for computer vision applications.

Search User Interface Team, Ancestry.com

June 2014 - August 2014

Software Engineering Intern

Provo, UT

- Worked with a team of engineers to remove and update an old and restrictive codebase.
- Used C#, ASP.NET MVC3, Microsoft SQL Server, Visual Studio 2012, Team Foundation Server, Windows 7 to develop software.
- Used the SCRUM agile software development framework.

VOLUNTEER

IEEE Virtual Reality Conference

March 23, 2015 - March 27, 2015

Student Volunteer

Arles, France

- Was accepted as a student volunteer for the 2015 IEEE Virtual Reality conference.
- I gave 15 hours of volunteer work and received conference registration and proceedings.
- While at the conference, I sat in on several paper presentations as well as the keynote speeches by Mark Billinghurst and Mel Slater.
- I also gave a presentation on how to use OpenCV with Unity and Vuforia.

EDUCATION

Utah Valley University

August 2015 - Expected graduation date: December 2017

B.S. in Computer Science: Computer Science emphasis

Courses: Computer Networks 1, Statistics and Probability for engineers.

University of Arkansas, Little Rock

August 2014 - May 2015

B.S. in Computer Science

Courses: Language Structure, Computer Systems and Assembly Language, Linear Algebra, Operating Systems, Databases, Theory of Computation.

Arkansas School for Mathematics, Sciences, and the Arts

August 2012 - May 2014

High School Graduation

Third place Intel International Science and Engineering Fair project in Materials Engineering at the local level for my research on the optimization of aluminum can camping stoves.

Courses: AP Calculus AB, Calculus 2, Calculus 3 (Vector Calculus), Advanced placement Physics C Mechanics, Advanced Placement Physics C Electricity and Magnetism, Computer Programming 1, Computer Programming 2, Data Structures and Algorithms, Introduction to Web Application Development, Graphics Programming, Discrete Mathematics.

ONLINE

<https://github.com/dcjohnson>

<https://www.linkedin.com/in/DylanJohnson1>

PERSONAL PROJECTS (ALL HOSTED ON GITHUB)

CodeBin

December 2014 - February 2015

- An online Python development environment.
- The backend was build using Python 3.4 and Django 1.7.
- The frontend uses Ace for the code editor and Skulpt for the Python interpreter.
- Currently the user can create new projects and access them with permalinks, fork projects, browse projects, edit and save projects, and make projects public or private.

Rust

November 2014 - Hiatus

- My current projects through which I am learning the Rust Programming Language that is being developed by Mozilla.
- [Rust-Game](#) My current attempt to build a small multiplayer game in Rust.
- [Little-Rust-Tcp](#) The small TCP Socket library that I am writing for the game.
- Both of the mentioned projects are being managed using Cargo.

Lisp Interpreters

February 2015 - September 2015

- I attempted to write a basic Lisp interpreter with no formal background in compilers. The result is quite buggy but I did learn a lot. If I have time I try to give myself a more formal introduction to compilers. I will also have to write a compiler as part of my degree.
- [First attempt](#)
- [Recent attempt](#)
- [Recent attempt](#)

TECHNICAL STRENGTHS

General Programming

Languages:	C, Java, Python, C#, Rust, JavaScript.
Version Control Systems:	git, Team Foundation Server.
Debuggers:	gdb, Visual Studio 2012 Debugging Software.
Package Managers:	Cargo(Rust), PIP(Python), NuGet, NPM.

Web Programming

Server side: Python, C#, PHP, and SQL (MySQL, Microsoft SQL Server), Node.js.
Client side: JavaScript, CSS, (X)HTML.
Servers: Apache, Internet Information Services, Node.js.
Web Frameworks: Django, ASP.NET MVC3 C#, Express.js.
Common Gateway Interface: Python.

Development Enviromnents

IDEs: Visual Studio 2012, Visual Studio 2013, Monodevelop, Xamarin.
Text Editors: Emacs, Sublime Text, Atom.

Operating Systems

Linux: Debian, Ubuntu, Manjaro, Linux Mint, Slackware.
Windows: XP, 7, 8.

Unix System Administration

Proficient with command line utils: grep, ssh, vim, nano, tar etc, really good at Googling this stuff.
Experience with: configuration files, package managers, compilation, makefiles.