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.
· 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 Foundatin 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 recieved 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

University of Arkansas, Little Rock — August 2014 - Expected Graduation Year: 2017
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
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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 - Present
· 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 - Present
· I am currently trying to write a Lisp interpreter.
· My first attempt was somewhat successful. It has a working lexer\parser and it can evaluate valid Lisps that use builtin functions.
· I am currently rewriting this project in the Rust language. This version will be much more feature complete.
· First attempt
· Current attempt

TECHNICAL STRENGTHS

General Programming

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

Web Programming

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

Development Enviromnents

IDEs:	Visual Studio 2012, Visual Studio 2013, Monodevelop, Xamarin.
Text Editors:	Vim, 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.
Experience with:	configuration files, package managers, compilation, makefiles.