DYLAN JOHNSON

172 N 920 W ◇ Orem, Utah 84057
(501) · 547 · 1621 ◇ dylanatasmsa@gmail.com

EXPERIENCE

Infrastructure as a Service Team, Ancestry.com February 2016 - Present
Software Engineering Intern *Provo, UT*

· Working with Docker, Kubernetes, and Go to write infrastructural software for Ancestry.com

Search User Interface Team, Ancestry.com May 2015 - February 2016
Software Engineering Intern *Provo, UT*

· Worked under the SearchUI team of Ancestry.com, and other teams when necessary.
· 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.
· 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 emaphasis

Courses: Computer Networks 1, Computer Networks 2, Advanced C++, Intro to Numerical Programming, Python, Statistics and Probability for engineers.

Currently Enrolled: Analysis of Programming Languages, Advanced/High Performance Architecture, Object Oriented Design Patterns, Ordinary Differential Equations.

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

- **Github**
- https://github.com/dcjohnson

Linkedin

- https://www.linkedin.com/in/DylanJohnson1

PERSONAL PROJECTS (ALL HOSTED ON GITHUB)

Lisp Interpreters

- 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

Books

- I have read the first three chapters Leslie Lamport's *Specifying Systems*. This by no means grants me working proficiency but I am looking for projects for me to use it.

TECHNICAL STRENGTHS

General Programming

Currently Used Languages:	Go, Latex
Previously Used Langauges:	C, C++, Java, Python, Rust, C#, Javascript
Version Control Systems:	Git, Team Foundation Server.

Web Programming

Server side:	Node.js, C# (MVC .NET), Python (Django), PHP, SQL.
Client side :	JavaScript(Angular as well as normal JS), CSS, HTML.
Servers:	Apache, Internet Information Services, Node.js.
Web Frameworks:	Django, ASP.NET MVC C#, Express.js.
Common Gateway Interface:	Python.

Development Enviromnents

IDEs:	Visual Studio 2013, MonoDevelop, Intellij(Node.js).
Text Editors:	Emacs, Atom.

Operating Systems

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