DYLAN JOHNSON

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EXPERIENCE

Emerging Analytics Center, UALR October 2014 - Present
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

https://github.com/dcjohnson

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

PERSONAL PROJECTS

CodeBin December 2014 - Present

- 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.

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).

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.