# DYLAN JOHNSON

10628 Indigo Sky Way ◇ South Jordan, Utah 84095 ◇ August, 23, 2016

(501) · 547 · 1621 ◇ dylanatasmsa@gmail.com

## EXPERIENCE

**Platform Group, Ancestry.com**                                    March 2017 - Present
*Software Developer*                                                          *Lehi, UT*

· Assisted teams with migration and trouble shooting in a Docker/Kubernetes environment.
· Implemented tools for deployment and resource management in Kubernetes.
· Implemented and optimized tools for logging and monitoring in Kubernetes.
· Stayed current with the latest features in Kubernetes to optimize our current system and add new abilities to developers.

**Infrastructure as a Service Team, Ancestry.com**          February 2016 - March 2017
*Software Engineering Intern*                                                 *Lehi, UT*

· Assisted teams with migration and trouble shooting in a Docker/Kubernetes environment.
· Implemented tools to ease deployment and resource management in Kubernetes.
· Implemented and optimized tools for logging and monitoring in Kubernetes.
· Stayed current with the latest features in Kubernetes to optimize our current system and add new abilities to developers.
· Helped reimplement a core backend service in Go.

**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.

## EDUCATION

**Utah Valley University**                                   August 2015 - December 2017
*Graduated with B.S. in Computer Science: Computer Science emphasis and Mathematics Minor*

GPA: 3.65

Courses: Compiler Construction, Computer Networking, Advanced C++, Numerical Programming, Python, Statistics, Analysis of Programming Languages, Advanced/High Performance Architecture, Object Oriented Design Patterns, Ordinary Differential Equations, Analysis of Algorithms, Abstract Algebra (Group Theory), Software Foundations (independent study), Modern Algebra (Group Theory and Ring Theory), Artificial Intelligence.

### University of Arkansas, Little Rock                      August 2014 - May 2015
*B.S. in Computer Science (no degree)*

· 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, 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, Discrete Mathematics.

## ONLINE

· **Linkedin**

· [https://www.linkedin.com/in/DylanJohnson1](https://www.linkedin.com/in/DylanJohnson1)

## PERSONAL PROJECTS

### Books

· Read the first three chapters of Leslie Lamport's *Specifying Systems*.

## TECHNICAL STRENGTHS

### General Programming

| | |
|---|---|
| Currently Used Languages: | Go, LaTeX, Coq |
| Experience With: | C, C++, Java, Python, Rust, C#, Javascript |
| Version Control Systems: | Git |
| CI/CD Systems: | Jenkins |

### Development Enviromnents

| | |
|---|---|
| IDEs: | Visual Studio |
| Text Editors: | Emacs, VI. |

### Operating Systems

| | |
|---|---|
| Unix: | Linux and MacOS |