

DYLAN JOHNSON

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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 emphasis

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
B.S. in Computer Science

August 2014 - May 2015

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

Arkansas School for Mathematics, Sciences, and the Arts
High School Graduation

August 2012 - May 2014

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 Languages:	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.