DYLAN JOHNSON

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EXPERIENCE

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

PERSONAL PROJECTS

Books

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

TECHNICAL STRENGTHS

General Programming

Currently Used Languages:	Go, LaTeX, Coq (Gallina)
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