

Dillon Hicks

Software Engineer

Seattle, WA

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EMPLOYMENT

dopl inc. **SEP 2015 – APR 2016**

Seattle, WA

Co-Founder & Chief Technology Officer

- Coordinated a team of 4 developers from ideation to MVP Launch (Dec. 2015).
- Design and implemented a recommendation service, acquired over 5,000 unique users in 3 months.
- Led the engineering efforts for android v2 app, reduced memory & latency by 50%, received positive feedback from users at release.
- User-Tailored Recommendations: Correlating review rank and relevance to user likeness (US Patent App. No. 14/719,207)

Amazon Aurora **SEP 2013 – SEP 2015**

Amazon Web Services, Seattle, WA

Software Development Engineer (*Promoted Q1 2015*)

- Spearheaded the redesign and maintenance of cluster building and repair framework.
- Developed and maintained of the team wide deployment and operations tools, decreased metadata synchronization time by 60%.
- Developed an integration test framework for a distributed service infrastructure containing multiple heterogeneous web services with synchronization across multiple data centers and clusters.
- Implemented key distribution mechanism using per volume/per segment encryption incurring a performance penalty of < 5%.
- Mentored 2 interns developing a “chaos monkey” fault injection service.

Kernel and User Systems Programming (KUSP) **APR 2009 – AUG 2012**

Information and Telecommunications Technology Center, University of Kansas

Research Assistant (*Senior Member May 2011*)

- Investigated the practicality and implementation of a modular, hierarchical, group scheduling framework as a replacement for Priority Inheritance Scheduler in the Linux RT Kernel.
- Created scheduling modules for real time/embedded applications (Earliest Deadline First, Quantized Round Robin, etc.)
- Developed libraries for user-land control of new kernel APIs.
- Designed and developed user-land test driver framework for deterministic kernel code path execution.
- Investigated an offline ptrace implementation to allow for tracing, narrating, and visualizing local and distributed computations.

Legal Informatics Group @ KU **JUN 2009 – MAY 2011**

School of Law, University of Kansas

Research Assistant (*Senior Member*)

- Implemented a service for compiling comparative analyses of legal opinions.
- Investigated metrics to to automatically determine relevance and sentiment of inline legal citations.
- Developed a meta search engine for legal research that aggregated automated search results from free and subscription services (LexisNexis, Westlaw, FindLaw, etc.)

PROJECTS

- **Ettell (Github Game Off):** “git” inspired web game where players progress by playing mini games. (2 remote devs, C#, Unity3D) **2012**
- **EECS 678 – Intro to Operating Systems:** Maintained and developed projects for the class’ NachOS OS simulator. (C++) **2009**
- **myHome:** Floor plan oriented GUI to manage and schedule X10 compatible home automation devices. (4 devs, Python) **2008**
- **AsteroidsDX:** 2D Space based wave survival game with simple Newtonian kinematics. (C#, DriectX 9) **2006**
- **Adventure:** 1:1 Clone of the game Atari Adventure (C#, GDI+) **2005**

SKILLS

- Java; Python; C; C#; Bash; SQL
- Distributed Systems; Service Oriented Architecture; Android; OS Development; Drivers; Realtime and Embedded; Game Architecture
- GNU/Linux Tools; Modern IDEs; Docker; MySQL; Postgres; Unity3D;

ACADEMICS

University of Kansas **Physics, Computer Science** **2008 – 2012**

Arizona State University **Computer Systems Engineering (Transferred)** **2006 – 2008**