DYLAN JOHNSON

166 A Street ◇ Salt Lake City, Utah 84103 ◇ May, 2022
(501) · 547 · 1621 ◇ dylanatasmsa@gmail.com

EXPERIENCE

SATCOM and Special Programs, L3Harris June 2018 - Present
Software Engineer *Salt Lake City, Utah*

- Performed software engineering duties for a variety of military comms programs at L3Harris Technologies.
- Responsibilities include the following: development of large and complex C++ projects, assisted with the operation of the team DevOps system, performed extensive linux system administration tasks, TCP/IP socket programming, and played a central role in helping other teams learn how to use Docker and Kubernetes.
- Experience interfacing directly with the customer as well as program primes and subcontractors.
- Current software lead for the L3Harris RASOR Program. I was involved in the development of the RASOR system software from the very beginning; I helped define software requirements and architecture for every major component of the RASOR system software and personally supervised development with agile methodologies. I also provided technical assistance to teams that are integrating with or using RASOR in their pursuits. Daily tasks included software development, providing assistance to new engineers on the program, interfacing with the systems engineers, defining requirements, and EVMS reporting.
- Possesses an active SECRET security clearance.

Platform Group, Ancestry.com March 2017 - May 2018
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.

TECHNICAL STRENGTHS

- **General Programming**

Currently Used Languages:	C++, Go and Unix Shell Scripting
Experience With:	C, C++, Java, Python, Rust, C#, Javascript, Go, LaTeX
Version Control Systems:	Git
CI/CD Systems:	Jenkins

Operating Systems

Unix:	Linux (mostly Red Hat Enterprise Linux related distributions)
Virtualization Technologies:	Extensive experience with Docker and Kubernetes

Miscellaneous

Qualifications: An active SECRET security clerance