Dion Olympia

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Education

University of Maryland, Baltimore County - B.S. in Computer Science, Dec 2019

Security Clearance

Top Secret, T5 (Active, DoD)

Work Experience

Booz Allen Hamilton

Lead Full Stack Software Engineer (Jan 2025 - Present)

- Leading the modernization of legacy DoD applications by implementing scalable, high-performance software solutions.
- Providing technical mentorship and guidance to junior developers while overseeing Agile development workflows.
- Engaging directly with government stakeholders and SMEs to refine requirements and present system improvements.
- Driving architectural decisions and best practices for full stack development using Angular, C#, .NET, and SOL Server.

Staff Full Stack Software Engineer (Mar 2022 - Dec 2024)

- Developed and maintained web applications that optimize data management for DoD clients.
- Collaborated with cross-functional teams to implement Agile methodologies, ensuring high-quality software delivery.
- Presented during client meetings to present product functionality and gather requirements.
- Integrated C#, Angular, .NET, and SQL Server to develop user-friendly and efficient applications.

Customer Value Partners Inc.

Junior Software Engineer (Feb 2020 - Mar 2022)

- Developed web applications for government agencies (HHS, DHS, EPA) using React, AngularJS, .NET MVC, and Node.js.
- Designed and built RESTful APIs with Node.js/NestJS and TypeORM, improving backend performance.
- Participated in Agile ceremonies, sprint demos, and backlog refinements with clients.
- Conducted unit and regression testing to maintain software quality.

Skills

- **Programming:** JavaScript, TypeScript, C#, Python, SQL, HTML, CSS, React, Angular, Node.js, NestJS, .NET MVC
- Databases: SQL Server, PostgreSQL, MySQL, SQLite, Oracle
- Tools & Technologies: Git, GitHub, GitLab, TortoiseSVN, Jira, Confluence, Postman, Docker, AWS, Looker, Visual Studio, VS Code
- Methodologies: Agile, Scrum, Test-Driven Development (TDD), CI/CD
- Soft Skills: Leadership, Mentorship, Communication, Collaboration, Problem-Solving

Projects

- Portfolio Website: Designed and built a personal portfolio website using React, HTML, CSS, and SCSS.
- Mountainside Wanderer: Developed a 2D adventure game in Unity with C#, designing mechanics, levels, and UI.