

Dylan Lafont

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EMPLOYMENT

Technical Consultant

Perficient

November 2020 - September 2021

CLIENT: Fortune 500 Building Company

- Full stack with React, Redux, Postgresql, and Ruby on Rails including adaptive CSS for mobile
- Mainly worked on the company website. Started on bug fixes and quickly moved up to maintenance and new feature team due to good performance
- Chosen to design and complete a new client-facing project solo. Accomplished successfully.

CLIENT: Large Tax Preparation Service Provider

- Updated legacy content with AEM for quick content creation in time for tax season
- Performed content authoring and documentation for a tax help website using AEM for both Mobile and Desktop

Software Engineer

WellSky

June 2018 - October 2020

- Full stack with Polymer (front-end predecessor to Lit), Ruby on Rails, Redis, Java, and PostgreSQL
- Played a leading role in a team of up to 15 engineers
- Worked on the new iteration of a monolithic legacy product ServicePoint in the healthcare domain, the leading Homeless Management Information System (HMIS) while getting feedback from beta testers.
- Promoted ahead of schedule due to exceptional performance.
- Solely proposed, designed and implemented major product selling point of user-customizable conditional form logic with UI editor (full Boolean logic w/ nesting)
- Played a major team role in architecture planning, design, and implementation including multi-tenant SaaS, microservices, mobile design, and strangler pattern
- Proposed and implemented DevOps processes (automation with CI/CD with GitLab, cloud services with AWS, kubernetes, terraform, automated testing/linting, etc.)
- Proposed and implemented agile processes such as code reviews, sprints, retrospectives, standups, Fibonacci point values, and scrum poker
- Implemented many front and back-end CRUD features across the site to manage client data, user and login system including LDAP.

Associate Software Engineer

Wellsky

March 2017 - June 2018

- Details mentioned in software engineer role above

EDUCATION

Bachelor's Degree in Computer Science

University of Louisiana at Lafayette

August 2012 - January 2017

- 3.34 GPA

Post-Baccalaureate

University of Louisiana at Lafayette

August 2023 - December 2023

- Voluntary education

VOLUNTEERING

Bereavement Support

Amedisys Hospice Care

January 2024 - Present

- Tasked with bereavement support for families of former hospice patients, as well as tuck-in calls to make sure needs are met.

AWARDS

Engineering Award

WellSky

2019

TECH

HTML, CSS, JavaScript, TypeScript

React, Redux, Google Polymer

Ruby, C#, Java, Ruby on Rails, Redis, Express.js

SQL, PostgreSQL

AWS (EC2, Linux, S3, CodePipeline, etc)

Kubernetes, Terraform, Docker

Jira, Figma, GitLab, GitLab CI, GitHub

Multi-Tenant SaaS (Software as a service)

Microservices

Adobe Experience Manager

GITHUB PROJECTS

Personal Website (Next.js and TypeScript)

2025

<https://github.com/djlafo/personal-site-2025>

- Personal website redone in next.js with new features

Personal Website (React and TypeScript)

2024

<https://github.com/djlafo/personal-site-2024>

- Personal website with (more recent) React frontend and typescript

Personal Website (React and Express.js)

2018

https://github.com/djlafo/my_site_react

https://github.com/djlafo/my_site_api_express

- Personal website with React frontend and REST Express.js backend hitting a PostgreSQL server.

Mobile Game (C#)

2016

<https://github.com/djlafo/mobilegame>

- Initial framework of game for mobile devices (Android and iOS)

P2P Client and Server (Java)

2016

<https://github.com/djlafo/p2pclientserver>

- P2P file sharing system with both client/server architecture and [Chord](#).