Dylan Finn

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EDUCATION

Make School Program of Dominican University of California *B.S. Applied Computer Science (Aug 2020)*

HIGHLIGHTS

- 5 years programming experience with ambitious personal and professional projects
- Self-taught and formally educated in multiple areas of computer science, constantly working on personal projects both out of passion and for the sake of learning

TECHNICAL SKILLS SUMMARY

Python, Golang, C++, React, Javascript, Ruby, Solidity, Bash, CSS, HTML, Typescript, JSX, Git/Github, Docker, NodeJs, Express Js, Flask, Django, Go Echo, APIs, Pandas, NumPy, SciPy, Seaborn, RESTful and Microservice architecture, Agile Development, Nginx, Data Analysis, dApp + dApp security, cybersecurity, Relational and Document-Based Databases, DevOps

TECHNICAL EXPERIENCE

Real Options for City Kids (R.O.C.K)

Pro-Bono Software Engineer

San Francisco, California

December 2020 - March 2021

- Autonomously designed and built a mass emailing platform, desktop GUI, and custom features with minimal overhead
- Still in use by the nonprofit on email lists with 2,000+ recipients, saving countless hours in manual labor

CodeDay Codelabs Program

San Francisco, California

Advanced Software Engineer Intern

June - September 2020

- Led a team to successfully build and deploy an open-source web conferencing platform at castway.app
- Successfully designed and implemented a mesh network UID system for our peer-to-peer platform
- Mentored by and accountable to senior software engineer

Make School

San Francisco, California

Curriculum Developer and Teaching Assistant

August 2018 - May 2020

- Autonomously generated curriculum, ranging from smaller segments to full lessons surrounding computer science topics, such as database modeling, web protocols, and advanced web application security.
- Execute design decisions and decided what content to cover or omit given practical constraints, revise after review
- Curriculum written during my employment is still utilized today over 3 separate courses

Leahy Center for Digital Investigation

Burlington, Vermont

Sep 2017 - Jan 2018

- Cybersecurity Technical Intern
 - Analyzed data while also learning how clientele requests are managed and executed (clientele included the FBI, Secret Service)
 - Produced research content for professors/staff/faculty
 - 120 total hours, completed 2 research assignments surrounding cyber-security statistical analysis beyond what was required

SOFTWARE PROJECTS

Dylanfinn.dev

• Frontend focused portfolio page, deployed with Docker, industry best practices, and HTTPS.

Castway

- Lead a team to deploy an open-source, peer-to-peer web conferencing solution
- Deployed to industry best practices with Docker, Nginx, and Digital Ocean at castaway.app

CodeSnatch.io

- Built a dynamic website using agile development, which converts pictures of executable code to text and runs it
- Containerized using Docker and Compose, with an Nginx web server reverse proxy/load balancer
- Handled devops and deployed live at codesnatch.io (still in development and currently a free utility)

War Room (in development)

- Built a socket app to let non-programmers scrape data and create live charts from anywhere on the web
- Python Flask, Golang Echo, Javascript, Jinga 2, special considerations to scaling and modularity given Flask's limitations

Salvo

- Developed and optimized a high performance asynchronous port scanner in Golang
- 1200 ports/s (+/- depending on hardware), detection avoidance, automatic adjustment to host hardware memory limit