# Dylan Franck

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# **Education**

<u>Currently Enrolled</u> May 2022

Computer Engineering Florida State University *Tallahassee*, *FL* 

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Bachelor of Science (B.S.)

GPA: 3.9

# **Skills**

#### Programming Languages

- C++ -Expert
- Java -Expert
- C -Expert
- Python -Advanced
- HTML -Advanced
- C# -Advanced
- MATLAB -Advanced
- Javascript -Novice
- PHP -Novice

# Workflows/Tools

- Agile
- JIRA
- Trello

#### **Game Development**

■ Unity 2D

# **Web Development**

- Spring
- Drupal 8
- .NET
- Adobe Dreamweaver

# Databases/Tools

- MySQL
- MS SQL
- Hibernate

#### **Document Management**

- Microsoft Suite
- Github

#### **AWS**

- EC2
- Redshift
- Elastic Beanstalk
- Lightsail

#### Microsoft

- Intune/Endpoint Manager
- Azure Active Directory

### **Machine Learning Tools:**

- Tensorflow
- Jupyter Notebook
- SciKit Learn

# **Work Experience**

**GeekSI,** Tallahassee, Florida

June 2015 - Present

Position: Software Engineer

Technologies Used:

Github, Spring, Java, HTML, JS, MySQL, Tensorflow, Jupyter Notebook, Python, AWS (EC2, RDS, Elastic Beanstalk, Lightsail), Bash, Teams, Jira

#### Responsibilities

- Established Cybersecurity department using NIST guidance and CMMC controls to inform policy drafting and IT System integration mainly leveraging Microsoft systems.
- Automation Project using Bash to simplify pipeline recording for the business development team.
- Implemented an Applicant Tracking System which saved time for recruiting using a Spring Boot stack.
- Researched machine learning for marketing which demonstrated capabilities using large facial datasets.
- Oversaw the company's Intern Program coordinating relations between interns and managers, organizing schedules and tasks, and advising in a variety of duties.

Position: Software Development Intern

*June 2015 – March 2020* 

Technologies Used:

C#, .NET, Microsoft Azure, Javascript, PHP, HTML, MS SQL, Jira

#### Responsibilities:

- Pioneered Unity2D game development via the Unity framework creating lasting and reusable C#.
- Spearheaded web development on a Drupal 8 Site yielding a release through AWS.
- Developed and tested a .NET webapp which released for proposal submission in Microsoft Azure.
- Managed the company's IT department which meant troubleshooting with employees, oversaw
  equipment from acquisition to secure end-of-life, and rolling out IT systems for employees while
  maintaining core cybersecurity principles.

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April 2020 - Present

Position: Team Lead Project Description:

The purpose of AI Powered Lead Distribution was to help Accenture's clients improve their B2B sales by implementing a machine learning engine to better decide where clients, indicated by the lead data, should be directed. In doing this, this would increase response times, the relationship between the marketing and sales departments, and increase revenue.

Technologies Used:

AWS (EC2, AppFlow, Elastic Beanstalk, S3, Redshift), Salesforce (Marketing) cloud, Python, SciKit Learn, Trello

# Responsibilities:

- Lead weekly discussions with the clients for collecting business requirements and running demonstrations.
- Managed the team using Agile Methodologies with tools like Trello to coordinate and delegate tasks.
- Researched, analyzed, and synthesized robust documentation that was presented routinely to shareholders.
- Created complex algorithm for digesting large amounts of data and producing results with great accuracy.
- Architected the integration between Salesforce and AWS to host the machine learning engine.
- Designed website for displaying information to stakeholders.