DYLAN GILSON

SOFTWARE ENGINEER

CONTACT INFO

dylan.gilson@outlook.com ✉
(778)- 878-4383 📞
Surrey, BC, CA 📍
LinkedIn 💼
GitHub

EDUCATION

B.Sc. Computer Science
Simon Fraser University
Burnaby, BC, CA

B.Sc. Mathematics
Simon Fraser University
Burnaby, BC, CA

LANGUAGES & TOOLS

ReactJS
Javascript
C++
C
Python
Java
Rust
MATLAB
OpenGL
GIMP
Blender

REFERENCES

Andrew Sayle
(778)-878-3334 📞
London Drugs Manager

Jay Orr
(604)-720-5511 📞
London Drugs Manager

SOFTWARE PROJECTS

Tetris AI

- An implementation of Tetris written using the Python programming language with opencv as the graphics handler, NumPy to handle math operations, and TensorFlow and Keras for the Deep Learning Model
- Maximum score achieved through deep learning model was 18136 during iteration 1911

GameBoy C

- An implementation of a GameBoy (DMG) and a GameBoy Color (GBC) written using the C programming language with SDL2 as the graphics and audio handler

Blue July

- Blue July is a 3D game engine written using the Java programming language with LWJGL used as graphics API

3D Cellular Automata

- A completed implementation of 3D cellular automata, a 3D version of 'Conway's Game of Life', written using the Rust programming language and the Bevy game engine

ReactJS Website

- A Portfolio website written using ReactJS and hosted on GitHub Pages
- Website Link: dylangilson.github.io
- This React project uses styled components to add css styling to HTML elements
- React particles are used to do the Hero Section's background

WORK EXPERIENCE

Photo Finisher

London Drugs Ltd.

November 2015 - February 2021 / Langley, BC, CA

- Worked independently and as part of a team in a fast-paced environment
- Learned extensively about customer service and worked with customers to find solutions to their needs