



Dylan Langston

Full Stack Developer & Aspiring Game Developer

Seasoned full stack developer with proven enterprise expertise in building robust desktop and cloud applications using .NET/C# and modern web technologies. Passionate about transitioning into game development through innovative indie projects. Demonstrated leadership, mentorship, and a commitment to quality with measurable performance improvements and streamlined delivery processes.

Alexandria, Virginia mail@dylanlangston.com <https://dylanlangston.com/>

[LinkedIn](#) [GitHub](#) [Itch.io](#)

Work Experience

Cloudforce

Cloud Applications Engineer

2024-06-01 - Present

Developing both frontend (React) and backend (C#) applications in a collaborative Agile & DevOps culture. Engaging with technical and business users to refine user stories, taking ownership of solutions from inception to production release, ensuring code quality through automated tests, and monitoring system health to resolve issues promptly.

- Created frontend testing processes using Playwright, Vitest, and GitHub Actions.
- Developed a marketplace deployment app using React and Azure Functions.

Maryland Department of Transportation Motor Vehicle Administration

IT Programmer Analyst Load/Advanced

2023-07 - Present

Led collaborative efforts to enhance software functionality, mentor junior developers, and ensure high-quality deliverables aligned with government standards.

- Enhanced software functionality while aligning with critical business processes.
- Mentored junior developers and ensured rigorous testing and documentation practices.

Digitech Systems, LLC

Software Engineer/Software Support Engineer

2017-10 - 2023-07

Automated critical software tests and upgraded applications, contributing to enhanced reliability and improved user experience.

- Developed multiple desktop applications using .NET technologies (WinForms, WPF) integrated with SQL databases.
- Designed and implemented AWS Lambda microservices with API Gateway and CloudFormation for scalable cloud solutions.
- Contributed to front-end development projects using Angular and TypeScript.
- Utilized Scrum methodology to ensure efficient development cycles and timely deliveries.
- Automated critical software tests, significantly enhancing application reliability.

Nebraska College of Business

Technical Support Specialist

2016-10 - 2017-08

Provided Tier 2 technical support, facilitated technology acquisitions, and ensured a smooth relocation process during a major campus transition.

- Resolved complex issues for both Windows and Mac OS environments.
- Played a key role in acquiring and implementing new technology solutions.
- Supported an 84-million-dollar building relocation project by ensuring seamless computer migrations and minimizing downtime.

Projects

Asteroids Arena

A twist on the classic game with an expanded world where asteroids bounce off the walls and rogue aliens add to the challenge.

<https://asteroids.dylanlangston.com>

- Achieved 3rd place in the “Implementation of the theme game” category at the 2023 Raylib Slo-Jam event.

Technologies: Raylib, Emscripten, Binaryen, Svelte, TypeScript, TailwindCSS

Sys.tm

An intelligent information management platform designed to streamline business processes through automation and efficient data management.

<https://sys.tm>

- Developed an Automated Testing Suite in C# using NUnit, Selenium, AWS SDK, and CDKs.
- Built an Angular 13 Web App featuring a web worker for parallel file uploads, enhancing UI responsiveness.
- Created a RESTful microservice in AWS (API Gateway and Lambda) using Java and Apache Tika.
- Enhanced an RPA solution by updating to .NET 6 and compiling automations to DLLs for improved performance.
- Developed a custom CI/CD pipeline extending AWS CodePipeline for creating InstallShield installers on EC2 instances.

Technologies: C#, .NET Framework, Angular, AWS, Java, RESTful APIs, RPA, CI/CD, Selenium, API Gateway, Lambda, Apache Tika, AWS CodePipeline, InstallShield, .NET 6

MOONSHOOT

An Oregon Trail clone themed for the Apollo Missions. Submitted for Game Off 2020 under the title 'MOONSHOT'. Developed using Raylib-cs and .NET Core.

<https://dylanlangston.itch.io/moonshot>

- Blended classic gameplay with modern game development techniques to create a unique indie game experience.

Technologies: Raylib-cs, .NET Core

Education

University of Nebraska-Lincoln

Undergrad, Computer Science

2016 - 2017

GPA: Not Graduated; Completed 1 year of coursework towards a degree in Computer Science.

Relevant Courses

- CSCE231 Project: Mimicked I/O components of a vending machine using the Altera DE1 board to enable parallel software development.

Skills

Game Development

Level: Beginner/Intermediate

- Game Engines
- Unity
- Unreal Engine
- Godot
- Game Logic
- Gameplay Programming
- Shader Programming (GLSL)
- 3D Modeling (Basic)
- Level Design
- Animation (Basic)
- Game Testing
- Performance Optimization
- Cross-Platform Development

Concepts and Methodologies

Level: Intermediate/Advanced

- Agile Methodologies
- Continuous Integration/Deployment (CI/CD)
- DevOps
- Databases
- IT Operations
- Object-Oriented Programming (OOP)
- Pair Programming
- Scrum
- Technical Support
- Test-driven Development
- Troubleshooting
- Unit Testing
- Version Control

Development and Design

Level: Advanced

- API Development
- Command Line Application
- Front-End Development
- Full-Stack Development
- Graphical User Interface Application
- Microservice
- Progressive Web App
- Prototyping
- Responsive Web Design
- REST APIs
- Software Development
- Web Applications
- Web Design
- Web Development

Programming Languages and Frameworks

Level: Master/Expert

- ASP.NET
- Angular
- Avalonia
- C
- C#
- C++
- GLSL
- HTML
- Java
- JavaScript
- JSON
- Makefile
- Node.js
- Objective-C
- Powershell
- Python
- React.js
- Rust
- Shell Script (bash)
- SQL
- Svelte
- TypeScript
- XML
- XAML/WPF
- Zig

Technologies and Tools

Level: Master/Expert

- Amazon Web Services (AWS)
- Android
- Cascading Style Sheets (CSS)
- Docker
- Eclipse
- ELK Stack
- Figma
- Git
- Kubernetes
- Linux
- Mac OS
- Microsoft Office
- Microsoft SQL Server
- Visual Studio
- Visual Studio Code
- Windows
- Windows Presentation Foundation (WPF)

Certificates

AWS Certified Cloud Practitioner

Issuer: Amazon Web Services (AWS)

[View Certificate](#)

Languages

English: Native Speaker

Interests

Indie Game Design

- Creative Game Mechanics
- Narrative Design

Open Source Contributions

- Community Projects
- Collaborative Development

Tech Innovation

- Emerging Technologies
- Cutting-edge Tools

References

Available upon request.