

DYLAN WASHBURNE
dylanw3000@gmail.com

3217 Fir Ridge Road
Lake Oswego, OR 97035

503-707-9429
linkedin.com/in/dylan-m-washburne

EDUCATION - Currently a full-time remote graduate student looking for a summer internship

DigiPen Institute of Technology Redmond, WA 2020 – 2022

MS in Computer Science

Courses: Object-Oriented Programming, Adv. Computer Graphics, Game Development

Oregon State University Corvallis, OR

2013 – 2017

BS in Computer Science, Applied to Simulation and Game Programming

EXPERIENCE

Software Engineer at New Relic, Inc., Portland, OR

2018 – 2020

- As a member of the agile Build and Deploy Tools team in the Engineering Operations Department, I developed tools and solutions for engineers company-wide.
- Jira Administrator – managed company workflow projects in Golang; provisioned users; created filters; configured project layouts, workflows, dashboards & risk matrices.
- Implemented Kubernetes and Spinnaker frameworks for the company's new engineering deployment pipeline, funneled through our existing Kafka infrastructure.
- Built and maintained a company-wide team tracking product using React and Ruby.
- Developed, maintained & deployed unit & integration tests for software releases.

Senior Capstone Project Team Manager for OSU Engineering Client

2017

Created a software application "Video Radar" for Windows .NET that tracked, calculated, and displayed real-time velocity of multiple moving objects.

Summer Software Engineering Intern at CDK Global, Portland, OR

2015

Worked in an agile environment & developed a responsive web app in AngularJS that called a RESTful API of my creation to present data to managers.

FIRST Robotics Summer Intern at Autodesk, Lake Oswego, OR

2012

Created a website & video to promote Autodesk Inventor for HS robotics students.

TECHNICAL SKILLS

Languages	Golang, Ruby on Rails, Java, C, C++, C#, Python
DevOps	Kubernetes, Spinnaker, AWS, GitHub, Docker, Jenkins
Web Design	ReactJS, AngularJS, JavaScript, PHP, Bootstrap, HTML, CSS
Database	SQL, MySQL, MongoDB, Foglight
Cloud & Mobile	AWS, NodeJS, Android Studio, Xcode
Game Design	GameMaker, Unity, Unreal Engine
Graphics	OpenGL, Photoshop, RenderMan, Blender
SaaS Tools	Jira, Okta, Aha!, Slack, New Relic Insights, New Relic APM
Other Skills	Full Stack, Data Mining, Machine Learning, Mobbing, Visual Studio