

DYLAN WASHBURNE

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EDUCATION

MS in Computer Science

2020 – 2022

DigiPen Institute of Technology

Redmond, WA

Focus area: Graphics Programming

Thesis (in-progress): Inverse Kinematics

BS in Computer Science

2013 – 2017

Oregon State University

Corvallis, OR

Applied degree in Simulation and Game Programming

EXPERIENCE

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

2018 – 2020

- Tools and Workflow engineer - Developed software solutions and analytics for engineers and managers 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.

Kinect Vision Analytics Engineer 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.

Languages	Game Development	Graphics	Project Management
<ul style="list-style-type: none">• C++• C#• Java• Go• Ruby on Rails	<ul style="list-style-type: none">• Custom-Built Engine• Unity• Unreal 4• Game Maker	<ul style="list-style-type: none">• OpenGL• DirectX• GLSL• Photoshop• RenderMan	<ul style="list-style-type: none">• Jira• Slack• Git