

DYLAN WASHBURNE

dylanw3000@gmail.com

dylanw3000.github.io

linkedin.com/in/dylan-m-washburne

503-707-9429

EDUCATION

MS in Computer Science

2020 – 2022

DigiPen Institute of Technology

Redmond, WA

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

BS in Computer Science

2013 – 2017

Oregon State University

Corvallis, OR

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, 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.

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.

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