

📞 Redacted Phone. Email for unredacted copy.

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Salt Lake City, Utah

# Dylan Gardner

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## Computer Skills

Languages & Skills Python, Linux, Java, C++, RESTful API, Bash, C#

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## Relevant Coursework

- Software Practice I & II
- Data Structures and Algorithms
- Linear Algebra

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## Experience

- March 2018 – Present **Student Employee**, *Center For High Performance Computing (CHPC)*, University of Utah.
- Spearheaded research and development of a Python program that uses Linux cgroups to monitor and manage abusive behavior on shared machines.
  - Created Linux privilege reporter to catch and help users attempting invalid sudo commands.
  - Constructed a Spacewalk (RH Satellite) Kickstart profile for automatic setup and configuration of inter-active nodes.
- Summer 2016 **Networking Intern**, *Canyons School District*, Sandy, UT.
- Set up, planned and configured network switches and access points.
  - Took calls to assist parents with online registration for the upcoming school year.
  - Helped create a Java application that led to ~2x faster configuration of switches.

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## Education

Fall 2020 **B.S. Computer Science**, *University of Utah*, Sophomore, Overall GPA: 3.557.

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## Projects

**Sprite Editor**, Created a C++ sprite editor that saves gifs and sprite metadata in a custom format, For Software Practice II.

**Salt Lake City Crime Heatmap**, A interactive Javascript heatmap of Salt Lake City parsed and converted using Python & Pandas from open police data., At [dylngg.github.io/slc-crime-heatmap/](https://dylngg.github.io/slc-crime-heatmap/).

**24hr Hackathon Project**, *32 Bit Todo*, Took part of the University of Utah's 2018 Hackathon. Learned the basics of ReactJS and collaborated a todo app service in less than 24 hours.

**Boggle Game**, Developed C# application and a asynchronous server using a REST API to play a game of boggle, For Software Practice I.