

Dylan Gardner

Computer Skills

Languages &
Skills
(Ordered by
experience)

Python, Linux, Java, C++, Bash, C#

Relevant Coursework

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

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.

Education

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

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/.

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.