Dyllon Gagnier

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EDUCATION

UNIVERSITY OF UTAH

BS/MS COMPUTER SCIENCE

Dean's List (All Semesters) Expected May 2018 | Salt Lake City, UT Cum. GPA: 3.933 / 4.0

LAYTON HIGH SCHOOL

Grad. May 2012 | Layton, UT Summa Cum Laude

COURSEWORK

UNDERGRADUATE

Computer Networking Databases

Data Structures and Algorithms Probability and Statistics Fundamentals of Digital System Design Discrete Structures Software Practice

SKILLS

PROGRAMMING LANGUAGES

- Python
- Haskell
- Javascript
- Amazon Web Services
- Java
- (++
- SQL
- C#
- Verilog

PROGRAMMING SKILLS

- Database Schema Design
- Test Driven Development
- Automated UI Testing
- General-Purpose GPU Computing
- Functional Programming
- Parallel Programming

LINKS

Facebook:// dyllon.gagnier LinkedIn:// pub/dyllon-gagnier GitHub:// slaymaker1907

EXPERIENCE

GOLDMAN SACHS | PRIVATE WEALTH MANAGEMENT TECHNOLOGY INTERN

June. 2016 - present | Salt Lake City, UT

- Improved existing internal library by fixing thread race conditions.
- Developed REST backend for document metadata repository using Java Dropwizard.

UNIVERSITY OF UTAH SCHOOL OF COMPUTING | TEACHING ASSISTANT

Jan. 2016 - May 2016 | Salt Lake City, UT

- Taught small to medium sized groups of students about assembly programming and computer architecture.
- Designed automated test framework for the MARS MIPS assembly simulation program to grade student work quickly and fairly.

PANASONIC R&D COMPANY OF AMERICA | SOFTWARE QA INTERN

June 2015 - Aug. 2015 | Salt Lake City, UT

- Developed complex integration tests for the OpenDOF distributed object framework in C#, C, and Java. (OpenDOF.org)
- Performed full QA and testing of the OpenDOF Interface Repository 1.0 (https://interface.opendof.org/)

GENERAL ATOMICS AERONAUTICAL SYSTEMS. INC.

ISOFTWARE DEVELOPMENT INTERN

Dec. 2014 - May 2015 | Layton, UT

- Wrote automated UI tests for Claw (GUI for image processing on drone images).
- Developed a module that was able to detect from two images of text with differing texts if one was bolded.

EXTRACURRICULAR

TRIANGLE FRATERNITY - UTAH CHAPTER | VICE PRESIDENT

Dec. 2015 - June 2016 | Salt Lake City, UT

- Headed planning committees for large recreational events (60+ people).
- Designed website including alternative voting app (utahtriangle.com) using Django.
- Enforced rules and bylaws of chapter.
- Also was a chartering member of Utah Triangle as well as an author to the By-Laws and Constitution of Utah Triangle.

SPECIAL PROJECTS

- Developed a robust timing framework in Java that did automatic statistical analysis.
- Infrared communication system including an error detection and correction scheme
- A 4-bit ALU along with memory registers that formed a very simple CPU.
- Optimized HearthSim (an open-source simulator for the game Hearthstone) for parallelization at least up to 40 cores and developed an AI for drafting decks.