Dyllon Gagnier

dyllongagnier@gmail.com | 801.725.9919

EDUCATION

UNIVERSITY OF UTAH

BS Computer Engineering
Dean's List (All Semesters)
Expected April 2017 | Salt Lake City, UT
Cum. GPA: 3.933 / 4.0

LAYTON HIGH SCHOOL

Grad. May 2012 | Layton, UT
Summa Cum Laude

COURSEWORK

UNDERGRADUATE

Linear Algebra
Object Oriented Programming
Data Structures and Algorithms
Probability and Statistics
Fundamentals of Digital System Design
Discrete Structures
Software Practice

SKILLS

PROGRAMMING LANGUAGES

- Java
- Python
- Amazon Web Services
- C++
- Arduino
- C#
- Verilog

PROGRAMMING SKILLS

- 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

UNIVERSITY OF UTAH SCHOOL OF COMPUTING | Teaching Assistant

Jan. 2016 - present | Salt Lake City, UT

- Taught small to medium sized groups of students.
- Taught students about assembly programming, computer architecture, and basic digital logic design.
- 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 tests for the OpenDOF distributed object framework in C#, C, and Java. (OpenDOF.org)
- Wrote scripts to run those tests on the Panasonic Distrubted Testing Framework (which ran on AWS).
- Ensured that all documentation for components was present and accurate.
- Performed full QA and testing of the OpenDOF Interface Repository 1.0 (https://interface.opendof.org/)

GENERAL ATOMICS AERONAUTICAL SYSTEMS, INC.

|Software Development Intern
Dec. 2014 - May 2015 | Layton, UT

- Wrote automated UI tests for Claw (GUI for image processing on drone images).
- Used .NET API to simulate user interaction.
- Used TFS version control in Visual Studio including practicing code review, working in multiple branches, and merging conflicting change sets.
- Developed a class 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 - present | 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.