

# Dylan Wilmoth

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## EDUCATION

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**University of Maryland, Baltimore County**  
*Bachelor of Science in Computer Science, GPA: 3.69 / 4*

**Aug. 2020 – Dec. 2023**  
*Baltimore, MD*

## TECHNICAL SKILLS

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**Languages:** Python, C/C++, JavaScript, HTML/CSS, PostgreSQL, MongoDB

**Developer Tools:** Git, Docker, AWS, Jenkins, Nexus, Jira, VS Code

**Operating Systems:** Windows, macOS, Ubuntu, CentOS

**Unit, Functional, and Integration Testing**

**Data Structures and Algorithms**

## EXPERIENCE

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### Software Engineer Intern

**Jun. 2023 – Aug. 2023**

*Capital One*

*McLean, VA*

- Created a Python library, NodeJS API, and React UI for tracking the utilization of a recently introduced CLI, **ensuring effective developer support and assessing its business impact.**
- Utilized AWS Lambda, S3, and CloudWatch to **create end-to-end connection between CLI and cloud hosted webpage.**
- Used Agile to collaborate with multiple internal teams to contribute to the ongoing development of the CLI.
- Utilized Jest, Behave, Postman, Mocha and Pytest to achieve **code coverage of 80% or higher** across all components of the application.
- **Developed extensive documentation** to provide future developers with a solid foundation for project expansion.

### Software Engineer Intern

**Jun. 2023 – Aug. 2023**

*Northrop Grumman*

*Baltimore, MD*

- Created C/C++/Python applications that exercise **hardware-in-the-loop testing** among several hardware platforms to **minimize software related errors before production.**
- Modified existing applications to follow an object-oriented framework.
- Leveraged Docker as a means to deliver a virtualized software build environment via a container thus **decreasing time and resources spent distributing and debugging missing dependencies.**
- Automated the generation, packaging, and incorporation of OS installations, source code libraries and board support package (BSP) toolchains using tools such as CMake and RPM.
- Used Nexus to store/cache binary artifacts thereby **reducing the build time of a vital business enterprise from 45 minutes to 10 minutes.**
- Utilized Jenkins to orchestrate a Continuous Integration/Continuous Delivery pipeline within an agile environment.

## PROJECTS

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**TwooodleJump** | *JavaScript, NodeJS, Express, Phaser 3, MongoDB*

- Utilizes Phaser 3 to craft a full-stack, two-player game reminiscent of Doodle Jump.
- Leverages MongoDB for storing and retrieving savepoints, enabling users to exit and rejoin ongoing games.

**Discord Wordle Bot** | *Python*

- Uses Discord's API in order to create a bot that keeps track of user's Wordle Scores.
- Utilizes asynchronous functions and JSON in order to collect, display, and analyze user's total and daily scores.

**Bank Simulator** | *C++*

- Employs object-oriented programming to mimic modern bank procedures.
- Deploys a chained hash table to securely and swiftly store users, ensuring password and SSN security against potential cyber threats through hashing.