

Dylan Estrada

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Education

University of Illinois at Urbana-Champaign

Bachelor of Science in Computer Engineering *GPA: 3.1*

Dean's List

Champaign, IL

Aug 2017 - May 2021

Spring 2020

Work Experience & Volunteer Activities

Caesar Research Group

Aug 2020 - Present

Undergraduate Researcher / Manager

- Managed VR Backend team during onboarding of new members and assigning existing members tasks
- Created low-latency, multi-user, Kafka based TCP server to allow for multithreaded communication between backend database, backend emulation, and the frontend server
- Redesigned backend connection between Unity VR project and cloud network, reducing latency by over 30%
- Designed APIs to connect VR frontend to database and emulation through a load balancer

Kohl's Technology

June 2020 - Aug 2020

Software Engineering Intern

- Developed Jenkins pipelines using Kubernetes, Ansible, and Docker to improve CI/CD operations
- Expanded firewall rules to improve internal access while preventing hostile connections
- Showcased project to internal customers and managers, including a recording to aid future users
- Updated network to help internal customers easily view allocated network space

Tri-the-Illini Triathlon

May 2018 - May 2019

Assistant Race Director

- Oversaw and delegated responsibilities to other members of the race organization committee
- Coordinated with local police and governments about road closures and location of EMS teams
- Created timetables for future race committees and streamlined process with local government

Terra Consulting Group Ltd

May 2017 - Aug 2018

Technical Intern

- Collaborated with Verizon, Sprint, and other mobile carriers in RF design to implement new 5G and small cell technologies
- Taught other employees how to use Revit to model in 3D, allowing company to simulate its 5G cell tower sites more accurately
- Utilized CAD to make changes to proposed work plans based on comments from inspectors

Skills

Programming Languages: Python, C++, C, Java, Groovy, PowerShell, x86 Assembly, System Verilog
Technologies: git, Kubernetes, Docker, Jenkins, Ansible, Kafka, GCP, AWS, gdb, Jira
Coursework: Data Structures, Algorithms, Computer Systems, Computer Vision, IoT, Autonomous Vehicles, Cybersecurity, Analog/Digital Signal Processing

Project Highlights

Unix Operating System *C, x86 Assembly*

Programmed core functionality with team of 2 others for custom Operating System, including processes, threads, scheduling, a file system, virtual memory, and multiple terminals