Dylan Bolger

EDUCATION

- Missouri State University Bachelor of Science in Computer Science Minor in Mathematics University of Missouri Bachelor of Science in Computer Science
- **Ozarks Technical Community College** Bachelor of Science in Computer Science

EXPERIENCE

Springfield, MO Aug. 2018 - May 2019

O'Reilly Auto Parts	Remote - Springfield, MO
Software Developer II	Dec. 2023 – Present
Software Developer I	Jan. 2023 – Dec. 2023
Junior Software Developer	Aug. 2021 - Jan. 2023
Software Developer Intern	May 2021 - Aug. 2021

- **Gradle**: Organized efforts in updating outdated Gradle buildscripts to the latest syntax. Guided dependency management practices team-wide. Designed and implemented software to facilitate accelerated upgrades.
- Java: Involved in developing a frontend JavaFX application to work on point-of-sale system for retail locations. Refactored existing backends utilizing REST endpoints and working with various Spring Framework applications.
- Software Lifecycle, Code Review: Applied software development knowledge to iterate software through monthly release sprints. Provided bug fixes in urgent scenarios. Gave insight to peers to maintain code quality.
- PostgreSQL, IBM AS/400, MySQL, SQL: Developed software utilizing various different databases. Designed queries for performance and maintainability.
- Atlassian Suite: Utilized Jira, Confluence, and BitBucket products to develop and release software.

Aurora R V-III School District

Substitute Teacher

- **Environment**: Built a positive learning environment for students to grow and interact with.
- Interaction: Involve students in class and create an concept understanding in scale.
- Stress Management: Teach students and myself how to manage stress when learning new topics.
- Feedback: Received feedback from students and staff on how to improve classroom productivity and retention.

• Architectural Systems, Inc.

General Laborer	Mar. 2020 - Jun. 2020
Saw Operator	Jun. 2018 - Nov. 2018

- Part Collection: Gathered and accumulated individual parts to use build window frames with team members.
- Window Production: Worked with team members to lay glass accurately in window frames, checked for any imperfections, and gasketed the glass to ensure a seal.
- Saw Operation: Operated a miter saw to cut metal pieces to a desired length. Labeled, packaged, and help move product in and out of shop. Documented logs of production and any errors encountered.

• Nike, Inc.

Sales Associate

Branson, MO Jan. 2019 - Aug. 2019

TECHNICAL SKILLS

- Languages: Java, Groovy, C, Python, Javascript, Objective-C, Swift, SQL
- Technologies: Gradle, Spring Framework, Spring Boot, Jenkins, Artifactory, Atlassian Suite, UNIX-based operating systems, Node.js, FastAPI

Springfield, MO Aug. 2020 - Dec. 2022

Columbia, MO Aug. 2019 - May 2020

Aurora, MO

Aug. 2020 - May 2021

Aurora, MO