

Dylan Shuldberg

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EDUCATION

Brigham Young University | Provo, UT

B.S. in Computer Science | Software Engineering Emphasis

April 2026

Relevant Courses: Software Engineering Capstone, Software Design, DevOps & QA, Database Modeling, Web Programming, Algorithm Design & Analysis, Systems Programming, Machine Learning, Deep Learning, Technical Communication

PROJECTS

Texas Tabletop Society Website | BYU Software Engineering Capstone

Jan-Apr 2026

- Worked in a team of 6 to refactor and develop a SaaS application for board game cafés to manage inventory, table reservations, and events.
- Developed and refactored a Svelte frontend for customers to sign up for an account, create reservations, register for events, and pay for services via Stripe integration.
- Awarded 1st Prize by unanimous judge decision among 12 competing teams.

.IO-Style Web Game | Personal Project

Feb 2026 - Present

- Practicing using Github Copilot and Claude Code to create a websocket-based online game in an unfamiliar tech stack (Rust backend).
- Hosting in Oracle OCI compute instance and using Cloudflare CDN for asset caching, DDoS protection, and SSL/TLS certificate management.
- Automated Github CI/CD pipeline for Docker containerization and content deployment to: oci.shuldberg.dev

Automated Linux Game Server | Personal Project

Nov 2025 - Mar 2026

- Configured a dedicated machine as a headless Ubuntu server to run 3+ concurrent game servers (e.g. Minecraft).
- Automated processes such as daily reboot, security updates, game server startup memory allocation, and hourly backups with a custom retention plan.

Magic Wand Image Classifier | Deep Learning Class Project

Sept-Dec 2025

- Designed and trained a deep neural network for real-time image classification on data similar to the MNIST dataset to replace an existing K-Nearest Neighbors implementation, reducing latency while increasing accuracy.

PROFESSIONAL EXPERIENCE

System Administrator | BYU Department of Student Life | Provo, UT

May 2025 - May 2026

- Managing 20+ servers and 15+ internal campus websites, managing site deployment pipelines, Active Directory/Group Policies, database access, and server creation, updates, and uptime.
- Recovered systems via rapid response and emergency rollbacks of mission-critical systems.
- Continued assistance and training for the responsibilities in the role listed below.

Computer Technician | BYU Department of Student Life | Provo, UT

Feb 2022 - Apr 2025

- Working in a team of 3 technicians to manage 600+ staff computer systems across on-campus departments.
- Troubleshooting hardware and software issues, problem solving under time constraints, resolving issues both in-person and remotely.
- Assisted in training 5 new employees starting in this role.

TECHNICAL SKILLS

Languages & Frameworks: Python, Java, C/C++, TypeScript/Javascript, HTML/CSS, Node.js, React, SQL

Cloud & DevOps: AWS, Oracle OCI, Cloudflare, GitHub Actions, Docker, Grafana

Tools: Git, Visual Studio, Github Copilot, Claude Code, Windows, Linux