

DYLAN JOHN PRATT

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dylanjohnpratt.com · www.linkedin.com/in/dylanjohnpratt · [Unreal Engine Projects](#)

EXPERIENCE

ICS | THE CHURCH OF JESUS CHRIST OF LATTER-DAY SAINTS

Oct 2023-Present

Software Engineer III | LCR Team

Remote

- Designed and deployed RESTful APIs and AWS-based microservices using **Java** and **Terraform**.
- Cut production outages by **90%** via improved exception handling and fault-tolerant patterns.
- Built a locale system supporting 50+ languages and millions of monthly users.
- Doubled PDF generation speed by refactoring a core backend service and optimizing database queries.
- Automated **AWS S3** file deployments and managed CI/CD pipelines in **Azure DevOps**.
- Migrated major features from a monolith to modern cloud distributed microservices.

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Nov 2021 – Oct 2023

Software Engineer II | Web Development Team

Remote

- Developed modular React components and Java API endpoints for a high traffic music web application.
- Wrote and maintained **Terraform** infrastructure files for **AWS** deployments.
- Managed **CI/CD** workflows and deployments with **Azure DevOps**.

BRIGHAM YOUNG UNIVERSITY

Sep 2020 – Nov 2021

Lead Software Engineer

Provo, UT

- Led software development projects that support BYU's Experiential Learning & Internship Office.
- Migrated 5 applications from PeopleSoft applications to a modern stack with Mendix and **Java**.
- Managed a **SQL** database, resolving data issues and automating cleanup with scripts.

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Aug 2018 – Aug 2020

Software Engineer I | Java Stack Team

Riverton, UT

- Enhanced internal **Java** project generator to also support **Kotlin** project generation.
- Created **100+** **Selenium** **frontend** **tests** and earned recognition for testing excellence.
- Solved OAuth 2.0 integration issues across multiple teams and trained 50+ engineers on AWS Fargate.

BRAD HALL & ASSOCIATES INC.

May 2017 – Jul 2018

Information Technology Specialist

Idaho Falls, ID

- Built a custom **C# document storage system** saving over **\$300K**, using only **1%** of the budget.
- Negotiated custom OCR software contracts.

PERSONAL PROJECTS

BOWBOT

2025 – Present

Lead programmer for a stealth game targeting Steam release in 2026. Responsible for architecture, gameplay systems, **Git**-based workflows and Steam integration. Written in **C++**.

PROJECT SWORDBREAK

2020 – Present

An action-adventure game built in Unreal Engine 5. Developed core gameplay systems (inventory, targeting, camera) and full localization support. Presented to local developers; featured in press. Written in **C++**.

CUSTOM MAP SELECTOR PLUGIN FOR UNREAL ENGINE

2023

Developed a **C++** plugin leveraging the Asset Registry API to automate level selection and streamline editor workflows.

EDUCATION

Brigham Young University – Idaho

2018

Bachelor of Science, Software Engineering | Minor, Business Management

Rexburg, Idaho

TECHNICAL STRENGTHS

Java, JavaScript, C++, Kotlin, TypeScript | React, Next.js, Spring Boot, Node.js | AWS, Azure DevOps, Docker, Terraform
GraphQL, SQL | Git, Unreal Engine | Agile/Scrum, OAuth 2.0