Dillon Cutaiar

Software Engineer

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I'm a Software Engineer and Creative. After studying Computer Science, Philosophy, and Mathematics at Virginia Tech, I worked as a full stack web developer at Microsoft. I'm most experienced with modern web and immersive technologies, though my skills, training, and interest are broad. After leaving to pursue personal and athletic goals, I'm looking to work with a passionate team on something we can be proud of.

Experience

Microsoft
Software Engineer

Aug 2020 – Sep 2022

Building modern sales experiences for Dynamics 365 and Microsoft Teams using FluentUI, React, and Typescript.

Designed and implemented organization wide UI unit testing framework and packages.
Bridged the gap between design and dev to ship performant, component-driven, delightful UI every week.

May 2019 – Aug 2019

Building in Unity and C#, I shipped multiple UI features for the Product Visualize AR iOS app.

Virginia Tech University Libraries
Software Developer

Feb 2018 – May 2020

As the first Pathfinder, I worked as an XR developer on:
CISpy (iOS app using AR to teach historical inquiry)
SGVR (VR adaption of an art installation in The Cube)
Vauquois (WW1 VR tunnel visualization at the Smithsonian)

Redshift Education
Chief Technology Officer

May 2018 – Dec 2018

I led software design and development of virtual lessons for Redshift Education — a young startup combining VR with a proven, hands-on teaching model.

Cogent Lab VT
Co-investigator

Aug 2017 – May 2018

I developed Unity based simulations for publications investigating presence, immersion, and duration in VR.

Previous experience on Linkedin
linkedin.com/in/dilloncutaiar

Notable Skills & Tech

I have extensive experience with the following
React function components written declaratively
CSS abstractions like Styled Components and Tailwind
Strong CSS fundamentals (via CSS for JS Devs)
Storybook & MDX
Advanced usage of Figma

Education

Virginia Tech
Bachelors of Science, Computer Science

Oct 2016 – May 2020

Summa Cum Laude | Minor in Philosophy

Notable Coursework
Software Design, Data Structures & Algorithms
Human-Computer Interaction, Creative Coding
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Philosophy of Technology
Language, Logic, Knowledge and Reality
Aesthetics & Ancient Philosophy
Discrete Math, Combinatorics, and Linear Algebra

Projects

SmoothUSDT
github.com/smoothusdt/smooth-pwa
Helping everyday people access USDT on Tron by removing the need to buy TRX tokens to pay for transactions. Live on Tron mainnet.

Obsidian Song Links
github.com/cutaiar/obsidian-song-links
A plugin for the popular knowledge management and note taking app, Obsidian. I add an option to link the current song playing on your Spotify. Getting OAuth working with the Electron API was the main challenge.

Morris
github.com/cutaiar/morris
A Typescript implementation of the ancient board game, morris with delightful UI, multiplayer, and research potential within game theory.

Intuitive Cross Platform Interaction in AR
github.com/cutaiar/intuitive-cross-platform-ar-interaction
Proof of concept for 'pull out of the screen' interaction pattern in augmented reality. Built for part of a research project at VT using C#, Unity, and ARKit.

Sandpiles & Samples
github.com/cutaiar/sandpiles | github.com/cutaiar/samples
Some of my work in the generative art space.
A p5.js implementation of sandpiles. (below, right)
An abstract music visualization (below, left)