John Arena

646-804-8904 | jarena000@citymail.cuny.edu | linkedin.com/in/john-arena/ | jaeportfolio.github.io

Experience

Software Engineer July 2022 – Present

Clarivate *Remote*

- Lead dev on rebuilding old medical drug coverage app w/ poor performance & reviews to re-release to the public
- Learned Dart/Flutter to make app cross platform, which reduced tech debt as the number of git repos reduced
- Created Alpha/Beta stages using test groups to resolve bugs & make improvements
- Created the documentation for the project which helped onboard other developers later on in diff time zone (India)
- 100% pass rate in security vulnerability scan & utilized AWS device farm to improve test times
- Using cross platform language led to an increase in clients with 5/5 star reviews (iOS, Android, Web)
- Success & performance has led to development of a paid version, leading to increase in revenues and clients
- VEEVA Integrations - Helped get an older simulation software working again that was needed in order to produce client deliverables, which reduced turn around time & reduced errors delivered to clients
- Helped w/ researching older documentation/info in reconnecting Veeva CRM to Promomats to create sandbox environment. Led to reduction in turn around time as could test before sending out deliverables
- Created new documentation to help onboard developers to understand how to test the deliverables
- Went through certification process to further learn & be able to teach the system to other developers

Information Technology Lead Jan. 2020 – Sept 2020

RFCUNY- PS1 Bergen *Remote/Brooklyn,NY*

- Resolved 71 existing problems within 5 weeks of starting
- Reduced response time of issues from within a week to within 24-36 hours
- Cleaned out & organized tech storage closet. Created labeling system for organization

Projects

TF2 Sentry | *C, Java, Git* Fall 2020 – Summer 2021

- Created a real life working sentry based off the sentry in Team Fortress 2. Prototyped on **STM Nucleo F7**
- Created code to operate the motor controller/stepper motor
- Created a DAC audio system to play sounds through an amplifier to a speaker
- Created code to make object detection using ultrasonic sensors
- Created & implemented Bluetooth connectivity to communicate to the smartphone PDA app
- Created a **Java** app for the smartphone to act as the Sentry's PDA. Connects to the STM32F7 via Bluetooth implemented by me. Created GUI & animations for the PDA app
- Designed **PCB** for the final design with an STM chip, along with a power circuit
- Tested code & functions using debugging methods along with **oscilloscope**

Smart eBike Kit(Senior Capstone) - Team Leader | *C++, Python, Git* Fall 2019 – Spring 2020

- A conversion kit which converts a mountain bike into an eBike w/ object detection & a smartphone app
- Organized weekly team meetings for designs, papers, presentations, etc. Delegated tasks
- Designed PCBs for eBrake/speedometer sensors, turn signals, & current divider for the DC/DC converter
- Designed 3D housings for eBrake & speedometer sensors
- Motor design/placement & simulations of motor performance
- Created backend code for app setup on Raspberry Pi & for the speedometers & turn signal sensors
- Testing of 18650 Li-Ion cells for battery pack for the eBike

Technical Skills

Languages: C, Java, Dart/Flutter, Python, x86, C++, Swift, HTML, CSS, VHDL
Developer Tools: Git, Android Studio, Visual Studio, VS Code, XCode, STM32Cube, MATLAB, Quartus, KiCAD, AutoCAD, Rigol Scope 1054Z
Certifications: Veeva Systems Certification

Education

The City College of New York New York, NY

Bachelors of Engineering in Computer Engineering *Feb 2015 – May 2020*

- GPA:3.056