JOHN E. SCALES III

Last Updated 6/24/2020

Education

Rio Hondo College 09/2015 – 06/2018
AS in General Studies - Emphasis in Science and Mathematics, Anaheim, US

GPA: 3.8
Relevant Coursework: Physics for Scientiests & Engineers (Mechanics, Waves Optics & Modern Physics, Electricity & Magnetism), Calculus II, Advanced Java Programming
Awards & Honors: Deans Honors Fall 2016, Deans Honors Fall 2017, Edison Scholarship
Extracurricular Activities: MESA Program

California State University - Fullerton 09/2018 – present
BS in Computer Science, Fullerton, US

GPA: 3.47
Transcript:
https://johnscales.site/files/transcript.mhtml
Graduation Expected: Fall 2020

Technical Skills

Languages
C++, JavaScript, Java, Shell Script, PHP, Python, x86, R, HTML, Swift, Kotlin
Technologies
Git, Vagrant, Docker
Tools
Visual Studio, Eclipse, Atom, GNU GCC, Clang, Unity, Microsoft Office, Android Studio, VS Code, Nano
OS's
Windows, Linux (Mint, Tails, Ubuntu, Raspian), Mac OS, iOS, Android
Other Software
Tar, Photoshop, After Effects, Premiere Pro, Davinci Resolve, Magix Vegas Pro, GIMP, GraphicsMagick, OBS, Audacity

Experience

Server 12/2017 – 04/2018
Oakmont Senior Living, Brea, United States

Memorized the names of over 80 residents. Clean dining room and kitchen. Setup dining room and prepared food. Waited tables & handled transactions.

Industrial Control Systems Designer 01/2020 – present
Industrial Logic Systems, Anaheim, United States

During my time here I programmed PLCs for automated systems use such as acid leach systems, spray booths, F35 ground support equipment, and dredges (DQM). I also programmed and designed HMI screens for various projects. I made a program for PLCs to get from the dredge via inputs and turns that data into a JSON string that gets sent to a Raspberry Pi that I programmed to receive the JSON strings via RS-232 and backup to 3 places (USB, SD, NAS) which then go to USACE. I also programmed hydraulic doors for a bar along with a pretty website to control it with from your browser.

Projects

Bad Decision Maker
This is a fun little app I made for apple devices using SwiftUI in XCode. This app allows the user to input as many possible choices as they want and will give the user an decision in a creative way. It's available for free on the app store.
Game Buddy
This is a website where games can be reviewed and logged. I was made by me and 5 others. The repo is here: https://github.com/JESIII/Game-Buddy and screenshots can be found on my website.
Tiny Tidy Backup
Made a shell script that backs up a specified folder to a specified destination directory or a remote directory using SSH and dd depending on the parameters used. The folder is turned into a bzip archive using tar and is named according to this scheme: 2019-01-17-20-30-my-project.tar.bz2. A file is created in the destination directory named SHA256SUMS that keeps a record of the archives and checksums that are generated from those archives. The SHA256SUMS files is used to delete old archives and add new ones (which are removed and appended to SHA256SUMS). The number of kept archives depending on the parameter N that tells the script how many to keep. The script runs daily using crontab using whatever options the user specified.
Wordpress Vagrant Box
Configured a Vagrant bootstrap to provision a Bionix64 box that hosts a WordPress development environment.
Cellular Automata
Made a demonstration of a cellular automaton using Javascript, HTML, and CSS. It is based on Turk and Propp's Ant #12 variation of Langton's Ant. Demo is on my website.
More Projects on my GitHub and Website

Links

LinkedIn: https://www.linkedin.com/in/john-scales/
GitHub: https://github.com/JESIII/
Website: https://johnscales.site/