

John Peng

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SUMMARY:

- Software Engineer with experience in full-stack software development as well as coding, testing, integration, and documentation. Seeking to leverage proven achievements, working knowledge of Agile methodology, and experience implementing complex software applications.

WORK EXPERIENCE:

- **Software Engineer for Wells Fargo & Co.** (7/20 – 7/21)
- **Software Engineering Intern for Dow Jones** (6/19 – 8/19)
 - Created "Sherlock", an internal .NET Core application to automate print ad orders.
 - Vue.js used for frontend logic. Backend written in C# using MVC framework. Dependency Injection used for clients and services. Polly used for http fault handling. HashiCorp's Vault used to read secrets. Moq used for unit testing.
 - Docker used to containerize application and Terraform used to deploy container to EC2 instance. Jenkins used for build automation.
- **Web Application Developer for Thomson Reuters** (10/17 – 4/18)
 - Integrated SmartGWT into outdated Findlaw Customer Portal. Coded UI for frontend and Data Access Objects and Impl classes for backend in Java. Database manipulation done in Oracle SQL Developer. Development done in IntelliJ Ultimate. Assigned tickets through Jira and submitted code reviews through Crucible.
- **Research Assistant on Population Sociology** (12/16 – 4/17)
 - Analyzed data trends on Academic Publishing and Professorships across decades

TECHNICAL SKILLS:

- **Languages:** Java, C++, C, C#, Razor, HTML5, CSS3, jQuery, Javascript, SQL
- **Technologies:** ReactJs, Vue.js, ASP.NET Core MVC, Docker, AWS (EC2, DynamoDB), HashiCorp Vault, MySQL, Git
- **Operating Systems:** Linux, Windows

EDUCATION:

- Western Governors University
 - Master of Business Administration, Winter 2021
- University of Minnesota – Twin Cities
 - Bachelors of Computer Science, Spring 2020

RELEVANT PROJECTS:

- **Boo App** (Spring 2019)
 - ReactJS client-server application that mimics YikYak. Express server used to receive data and Socket.IO used for client server communication.
- **Website Portfolio – <http://jpeng.io>** (Summer 2017)
 - Interactive frontend written in HTML5, CSS, and jQuery. Backend written in PHP and jQuery. Call to backend done using Ajax.
- **Metroidvania Platformer Game** (Summer 2017)
 - Sprite movement scripts written in Haxe. HaxeFlixel used as game engine. Openfl used for graphics rendering.