

JOHN MUDRYK

Software Developer

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SUMMARY

Motivated and analytical emerging full-stack software developer with a proven background in technical design and problem-solving. Skilled in creating scalable, user-centric applications using modern frameworks and tools. Adept at collaborating with cross-functional teams to deliver projects on time, learning new technologies quickly, and applying attention to detail in both design and implementation. Seeking opportunities to contribute technical expertise and innovative thinking to impactful software development projects.

TECHNICAL SKILLS

- **Programming Languages:** Java, JavaScript, HTML, CSS, SQL, C#, Lua
- **Frameworks & Libraries:** React.js, Spring Boot
- **Version Control & Collaboration:** Git, GitHub
- **Development Tools:** Visual Studio, Visual Studio Code
- **Methodologies:** Agile Development, Object-Oriented Programming, Collaborative Coding

TRANSFERABLE SKILLS

- **Problem-Solving:** Demonstrated strong analytical and deductive reasoning to troubleshoot technical challenges and implement innovative solutions. Effectively translated ideas into functional applications, such as creating gameplay mechanics in a gaming community and debugging issues in full-stack web development projects.
- **Teamwork:** Collaborated with peers at We Can Code IT to deliver group projects, including an educational website for children and a collector's inventory program. Communicated effectively, divided tasks strategically, and contributed to a positive team dynamic to meet tight deadlines.
- **Attention to Detail:** Ensured precision and consistency when developing complex game features and educational tools, focusing on balancing functionality with user experience. Reviewed and refined code to maintain high-quality standards in all projects.
- **Adaptability:** Quickly learned and applied new programming languages (e.g., Lua, JavaScript) and frameworks (React, Spring Boot) to complete diverse projects. Seamlessly adapted to evolving project requirements in both academic and gaming environments.
- **Project Management:** Successfully managed technical aspects of gaming community initiatives, leading a team of contributors to deliver innovative in-game systems. Applied organizational skills and ensured timely delivery of milestones for We Can Code IT group projects.
- **Creative Thinking:** Blended creativity with technical expertise to design intuitive and engaging user experiences. Examples include developing educational tools for children and crafting unique gameplay elements within a gaming community.
- **Effective Communication:** Facilitated clear and productive communication between team members at We Can Code IT, ensuring understanding of tasks and goals during the development of our capstone project, as well as with the gaming community I work with.

SOFTWARE DEVELOPMENT PROJECTS

WCCI C# Final: ToDoTask

- DThis project was a full-stack web application designed to help users manage their tasks efficiently. Built with ASP.NET Core MVC on the backend, the application facilitated CRUD operations for tasks, including features for setting priorities, due dates, categories, and statuses. Data persistence was managed using Entity Framework Core (EF Core) with a SQL Server database, utilizing migrations for schema management. The frontend leveraged Razor Pages for dynamic, server-rendered views, while Bootstrap ensured responsive and accessible design. The application supported advanced features such as filtering tasks by category, priority, and due date, searching dynamically using form submissions, and marking tasks as complete/incomplete with interactive checkboxes. This project emphasized best practices like dependency injection, LINQ for efficient querying, and robust form validation using data annotations.
- **Technologies used:** C#, ASP.NET Core MVC, Entity Framework Core, SQL Server, Bootstrap, LINQ
- **My role:** I led the development of both the backend and frontend components. On the backend, I implemented the data models, service layer, and controller logic, utilizing EF Core for database interactions and migrations. I built complex filtering and sorting mechanisms using LINQ and ensured robust CRUD operations with dependency injection. On the frontend, I designed and structured the UI with Bootstrap, enabling features like dynamic filtering, search functionality, and task status toggling.

WCCI Java Capstone: The Collector's Resource

- This project was a full-stack web application designed to manage game collections and wishlists. The backend, built with Java Spring Boot, provided RESTful APIs for CRUD operations on users, items, categories, and genres. Data was stored in a relational database using JPA for persistence, with comprehensive role-based access control to secure endpoints. The frontend, developed in React.js, offered a dynamic and responsive user interface for browsing a game catalog, managing collections, and performing administrative tasks. The application leveraged modern authentication mechanisms with cookie-based session handling to ensure secure user management. This project showcased real-world complexities, such as seamless integration between the frontend and backend, robust error handling, and scalability in a multi-user environment.
- **Technologies used:** Java, Spring Boot, JPA, React.js, Javascript, HTML, CSS, React Router, Cookie-based Authentication, Role-based Access Control
- **My role:** I worked primarily on the frontend on this project, providing some assistance with debugging the backend. I developed and implemented React.js interfaces to connect with backend APIs, enabling dynamic features such as collection management, user role updates, and catalog browsing. I also handled error scenarios, and incorporated sorting and filtering for improved usability. I designed and built admin tools for managing users, roles, and items while ensuring consistent styling and responsive design across the application, focusing on integrating secure authentication and seamless user experiences.

Garry's Mod Addon: Cat's Warhammer SWEPS

- Developed a comprehensive and customizable weapon addon for Garry's Mod, inspired by the Warhammer 40k universe. The addon features a diverse arsenal of lore-accurate ranged and melee weapons, utilizing pre-existing community models and the TFA weapon base. Designed with modularity in mind, the addon allows server administrators to easily adjust weapon stats—such as damage, range, and fire rate—using Lua scripting and DWEP (Dynamic Weapon Editor). Key features include customizable firing modes (e.g., hitscan and projectile options), an extensive attachment system for Combi-Weapons, and distinct grenade behaviors (like sticky, timed, or area-effect types). I focused on optimizing performance for both single-player and multiplayer environments, ensuring stability, minimizing conflicts with other addons, and balancing weapons for diverse gameplay scenarios.

- **Technologies used:** Lua, TFA Base, Garry's Mod Workshop Tools
- **My role:** Led the end-to-end development of the addon, scripting complex weapon behaviors, configuring dynamic customization options, and optimizing performance for server compatibility. I designed and implemented unique features such as attachment mechanics, custom grenade interactions, and adjustable firing modes. Additionally, I focused on ensuring balance and reducing conflicts with existing community content through extensive testing and iteration.

EDUCATION & CERTIFICATIONS

Full-Stack Software Development Certificate, We Can Code IT, Cleveland, OH (2024)

C# Basics, We Can Code IT, Cleveland, OH (2025)

SQL Basics, We Can Code IT, Cleveland, OH (2025)

Associates of Science GPA 3.82, Cuyahoga Community College, Cleveland, OH (2024)

WORK EXPERIENCE

- **Utility Clerk**, Giant Eagle – Westlake, OH (2022 - Current)
- Maintained a safe and organized work environment by conducting regular inspections and addressing potential hazards, reducing workplace incidents by 20%.
- Managed inventory for a department with 200+ items, ensuring stock rotation to prevent expired products and minimize waste.
- Created visually appealing product displays that increased promotional sales by 13% during key seasonal events.

LANGUAGES

- English (Native)
- German (Elementary)