**JOHN A. ROBINSON**

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[GitHub](https://github.com/JohnARobinson)

*Detail oriented and result motivated computer science graduate seeking to work with experienced professionals. Looking for a role where I can grow and learn. Adept at working effectively in fast-paced, deadline-driven settings that demand strong organizational and analytical skills*

**Education**

## Shippensburg UNIVERSITY *May 2022*

*B.S. Computer Science [Minor: Mathematics]*

* **Selected Coursework:** Operating Systems (C), Database Management Systems, Machine Learning (Python), Artificial Intelligence (Python), Computer Organization (C), Design Patterns (Java,C), Design and Analysis of Algorithms (Java), Video Game Programming (Python), Discrete Mathematics

**Work Experience**

## Tech Patent Analyst *October 2022-Current*

AiPi Solutions

* Studying, documenting, researching, and otherwise performing analyses for clients’ technologies in various contexts, such as patent strategy, patent portfolio creation, patent enforcement, patent monetization, R&D strategy, business development, and entity funding.

**Academic Projects**

Multithreaded Compression Algorithm (Spring 2022, C)

* Developed and implemented a multithreaded compression algorithm using run-length encoding to compress large input variable datafiles in parallel.

Developed Simple Unix Shell (Spring 2022, C)

* Coded a functional Unix shell in C performing functions such as taking in user input either from stdin or from a file, changing or using paths to perform commands like ls. Change directories, run commands in parallel and most other basic functions a shell would provide.

Senior Research Capstone (Fall 2021, Python)

* Developed and trained a convolutional neural network from the ground up with facial age recognition using varying filter sizes. Utilized the UTKFace dataset of 20 000 images with an accuracy up to 66%.

Machine Learning Star Type Classification Data Analysis (2021, Python)

* A comprehensive data exploration using machine learning with Python in Jupyter notebook to investigate a dataset on star type classification for correlation and connection between the datapoints. Using sklearn for most of the training then applying linear regression and then a few classifiers.

Developed Platformer Game (Fall 2020, Python)

* Worked with a 3-person team to develop a fully functional 2D platformer. Managing assets, animation, collision detection and physics, and user input.
* Used existing game engine Godot, along with Git for file sharing.

**Additional Skills**

Programming languages

* Greater Knowledge: C, Python, Java
* Lesser Knowledge: SQL, C#, C++, Assembly, HTML, CSS, JavaScript

Tools and IDE’s

* Microsoft Office, Git, Linux Terminal, Godot, Eclipse, Visual Studio, Junit, NodeJS

Concepts

* Strong command of OOP, SOLID, Design Patterns

**Awards/Leadership**

* Eagle Scout
* American Legion Boy State 2012

**Interests**

* New Technology and Innovations, Machine Learning, and Building PC’s, History