John Grahn

johngrahn@protonmail.com | github.com/johngrahn | johngrahn.com

EDUCATION

Western Governor's University

Salt Lake City, Utah

Bachelor of Science in Computer Science

Graduated Spring 2023

• Relevant Coursework: Calculus, Discrete Mathematics, Data Structures and Algorithms, Computer Architecture, Operating Systems, Machine Learning

WORK EXPERIENCE

DataAnnotation.Tech Remote

Software Developer – AI Trainer

October 2023 - Present

- Utilize reinforcement learning from human feedback to help machine learning models learn efficiently
- Write and evaluate Python and JavaScript code, and correct Al-generated code
- Create prompts according to varying tasking and parameters
- Ensure AI models adhere to legal and ethical obligations

The Hartford Financial Services Group, Inc.,

Hartford, Connecticut

Information Technology Intern

June 2014—August 2014 June 2015—December 2016

- Provided Audio, Video, and Livestreaming support for company meetings
- Provided remote end user iPad and iPhone support with Microsoft Intune
- Created web-based app with JavaScript and SharePoint to recertify users in accordance with the company's mobile device policy
- Maintained inventory of equipment ranging from projectors to TVs, and replaced broken conference room equipment
- Wrote and deployed documentation how on to use the various technology in conference rooms across the company

PROJECTS

Personal Portfolio (johngrahn.com) | React, Tailwind CSS, Docker, Oracle Cloud

- Developed a responsive SPA portfolio website with react, tailwind, hosted on Oracle Cloud, showcasing skills, projects, and blog posts
- Implemented dynamic routing for seamless navigation and a blog feature that renders Markdown posts with syntax highlighting and GitHub markdown.
- Containerized the application with Docker for simplified deployment. Implemented automated CI/CD using Coolify and GitHub webhooks

Space Invaders Clone (spaceinvaders.johngrahn.com) | JavaScript, HTML5, CSS, Nodejs, Express.js, Postgres

- Web based clone of classic Space Invaders using JavaScript, HTML5 Canvas, and CSS
- Created persistent leaderboard system with a REST API using Node.js and Express backed by a PostgreSQL database
- Used vanilla JavaScript without libraries to engineer destructible barriers, collision detection, and dynamically scaling difficulty

TECHNICAL SKILLS/ CERTIFICATIONS

Languages & Frameworks: JavaScript, HTML/CSS, React, Tailwind, Node.js, Express.js, SQL, Python

DevOps & Cloud: Azure, Oracle Cloud, Docker, Git, GitHub, CI/CD

Developer Tools: VS Code, IntelliJ

Certifications: AZ-104 Azure Administrator Associate, AZ-305 Azure Solutions Architect, CompTIA Project+, ITIL

V4 Foundation