

JOHN HENRY S. WARD

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EDUCATION

Western Washington University

December 2021

Bachelors of Science in Computer Science, Minor in Mathematics

Bellingham, WA

- Coursework: Object Oriented Design, Databases, Operating Systems, Data Structures and Algorithms, Networks

EXPERIENCE

Computer Science Peer Mentor

September 2019 – June 2021

Western Washington University

Bellingham, WA

- Assisted Computer Science pre-major students with course work pertaining to data structures, logic, and computer systems on a weekly basis
- Exercised communication skills by supporting students in their understanding of Computer Science fundamentals
- Fostered an environment for students to connect to other students and faculty in the Computer Science department

Registrar Support Staff

September 2019 – June 2021

Western Washington University

Bellingham, WA

- Processed thousands of degree evaluations for Western Washington University requiring a high attention to detail
- Organized and sorted degree applications for other degree evaluators to easily access
- Handled, filed, and retrieved sensitive documents with discretion

PROJECTS

Instructor Efficiency Web Tool | JavaScript, Node.js, Express.js, HTML, CSS

January 2021 – December 2021

- Collaborated with a team to build a web tool that visualizes output from another group's Machine Learning project
- Handled front and back end technologies to develop a website using Node.js and Express
- Planned weekly sprints with team and project manager using an Agile Scrum framework
- Obtained a deeper understanding of web development technologies like JavaScript, Node.js, and Express.js

Buy Better | JavaScript, Express.js, API's, HTML, CSS

September 2021 – December 2021

- Acted as project manager for web based tool to divert users from shopping on Amazon to buying at local stores
- Integrated Google Places API into project to provide store data in a user's local area
- Delegated tasks to 3 other team members to complete during weekly sprints
- Applied ICT for social good principles while researching and developing the project

Deadwood | Java, OOP, Git

January 2019 – April 2019

- Developed a GUI based board game using object oriented designs and various design patterns
- Planned with a team member to manage the work load and upcoming deadlines
- Achieved a greater sense of the development process through planning, designing, and implementing a working software project
- Gained communication skills through pair programming

Movie Script Sentiment Analysis | Python, NLP

March 2021 – June 2021

- Utilized Natural Language Processing tools to analyze movie scripts and perform sentiment analysis
- Researched studies on story telling structures to develop an algorithm that produces graphs based on a movie scripts relative happiness
- Presented my findings to a class and developed a research paper discussing my process and results

MicroShell | C, UNIX

April 2019 – June 2019

- Constructed a Microshell that processes command line arguments similarly to a bash shell
- Implemented argument parsing by using C system calls as well as pointers and arrays
- Handled command line expansion by processing arguments given through the terminal
- Utilized C library calls to service built in commands that execute specific shell functions

TECHNICAL SKILLS

Computer Languages: JavaScript, Python, HTML/CSS, SQL, Java, PHP, C

Other Tools: Node.js, Express.js, React.js, npm, API's, JSON, Git, VS Code, Emacs, Heroku, Agile, Scrum