

JOHN JAMES UTLEY

985 Timberlake Drive
Bloomfield, Michigan, 48302

248.836.7447
John.J.Utley.24@dartmouth.edu

Profile: Enthusiastic student concentrating in Economics and Computer Science with an industrious and systematic approach to learning new concepts. Team player with excellent math intuition and a disciplined nature. Looking to gain experience in the technology industry. Particularly in computer security and low-level languages.

Education

Dartmouth College

Hanover, NH

Bachelor of Arts in Economics and Computer Science (3.94 GPA)

Expected June 2024

- Coursework: Algorithms, Discrete Mathematics, Computer Architecture
2 Merit Citations (Awarded for coursework that exceeds a letter grade)
- Rufus Choate Scholar 2020-2021 (Awarded to top 5% of students at Dartmouth College)
- German, Best in Class Award, Fall 2021

Work/Community Experience

City of Birmingham, Birmingham, MI

Jan 2019 – Jan 2020

Planning Board Member

- Collaborated with planning officials on project feasibility and community effect
- Reviewed and parsed through extensive city planning, zoning and regulatory documentation before advising permit applicants regarding city ordinances.

Perfect Harvest, Longview, WA

June 2021 – Sep 2021

General Business Intern (Virtual)

- Setup and executed new review system for 217 employees and managers. Learned and used an API system to optimize the process.
- Researched and analyzed competitors wholesale pricing, profit margins, and costs per unit and did screening research on institutional investors tied to the industry.

Dali Lab, Hanover, NH

March 2022 – June 2022

Software Engineer (Part-Time)

- Quickly learned new tools and languages in a tight 10-week period to develop a website, a corresponding Backend API System, and the start of an iPhone App.
- Developed a minimum viable product which educates ranchers on modern cattle management techniques and facilitates accurate record keeping.

Major and Minor Projects

Qast – Computer/iPhone Video Game (Personal Project)

Jan 2018 – Oct 2018

- Top-down 4-player game that uses iPhones as controllers and a desktop as a main screen. Lots of network coding and some basic symbol recognition. Worked in UI, Animation, Graphics, and various other areas.

Other Minor Personal, School, and Work Projects – See Portfolio, <https://johnjamesutley.github.io/>

Programming Languages and Tools

Java, Lua, C#, C, Python, Assembly, React, Unity and JavaScript

Other Interests

Alpine skier, self-taught acoustic guitarist, poker savant, avid hiker