

John Lavender

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INDUSTRY EXPERIENCE

Software Developer Intern

Atlanta, GA

McKenney's

Dec 2023 – Present, Full-time Hybrid

- Overhauled BuildingConnect app to improve the experience and security for **1000+** contractors:
 - * Re-engineered permissions-based access logic within the **Node.js** server file to conform to changes in the transition from **Keycloak** version 11 to 23
 - * Enhanced security by (1) requiring client secret for authentication, (2) forcing API requests through single client, (3) performing extensive permissions checks in-code, and (4) masking sensitive data from front-end
 - * Rewrote **React** components from **JavaScript** to **TypeScript** to squash bugs and improve code readability.
 - * Created **Docker** scripts to improve the process of local testing and development.

Backend Engineer Intern

Alpharetta, GA

Ware2Go

May 2023 – Aug 2023, Full-time Remote

- Aided in the long-term transition to the new Warehouse Management System by rewriting **50+** functions to conform to new logic.
- Transformed codebase of microservice from **TypeScript** to **Kotlin** to re-align logic with updated data models, improve code readability, and elevate test coverage by **45%**.
- Enhanced **system security** by developing an in-code interceptor capable of serving as an HTTP interceptor, designed to filter out logs containing sensitive data.

TEACHING EXPERIENCE

CS Teaching Assistant

Athens, GA

University of Georgia

Aug 2023 – Dec 2023, Part-time In-Person

- Delivered lectures to **30+** students to enrich their understanding and foster a dynamic learning environment, focusing on the fundamentals of **programming and design principles**.
- Evaluated assignments meticulously, offering **targeted and constructive feedback** to enhance overall student comprehension and performance.

Peer Learning Assistant

Athens, GA

University of Georgia

Jan 2023 – May 2023, Part-time In-Person

- Guided students to grasp CS concepts, fostering an understanding of the "why" behind the code they wrote.
- Facilitated in-class Q&A sessions, helping students to bridge the gap between theory and practice.

OPEN-SOURCE PROJECTS

Object-Type Props in Tiled [Contribution] | github.com/libgdx/libgdx/pull/7229

- Made a contribution to the open-source LibGDX project to add logic for supporting the "object" property type in the Tiled level-map editor.

2D Game Engine | github.com/JohnLavender474/2D-Game-Engine

- A **Kotlin** project built on the open-source LibGDX game library to provide the architecture and tools necessary to develop a 2D game for desktop, Android, iOS, and web platforms.
- Built using the **Entity-Component-System** pattern to allow for extensibility and customizability.

Megaman Maverick | github.com/JohnLavender474/Megaman-Maverick

- A game in-progress which is built using the *2D Game Engine* to showcase the engine's capabilities.

SKILLS

Languages: Kotlin, Java, TypeScript, JavaScript, SQL, C, C++, C#

Technologies: Node.js, React.js, Spring Boot, Git, Docker, Keycloak, Kafka

Methodologies: Agile, Scrum, OOP, Functional Programming, DevOps, CI/CD

EDUCATION

University of Georgia

Athens, GA

B.Sc. in Computer Science; **GPA: 3.5/4.00**

Jan 2020 – Dec 2023