

# JOHN POLHILL

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## SUMMARY

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I wrote my first program when I was only 12 years old. I had created a simple physics game that had players dodge incoming projectiles. Since then, I've crafted over a hundred different programs created using many different kinds of technology. Eventually, I realized that I wanted to translate my passion for programming from a hobby into a professional career. Having started so young, I was always miles ahead of any class I took, even a getting a perfect score on an advanced placement pretest before the class had even begun. Yet, I continued to push myself to learn further. In summer 2015, I enrolled at Dev Bootcamp to round out my skill set, and learn the many different technologies used in web development. While for most, Dev Bootcamp is a rigorous experience filled with non-stop days of hard work, to me, it was simple, enjoyable, and a great excuse to spend my day programming and learning new information. Not once has my desire to learn and code diminished since I started, and if I had the option be anything in the world, I would still be a software developer.

## SKILLS

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Ruby, Java, C#, JavaScript, jQuery, XNA, Unity3D, Ruby on Rails, RSpec, HTML, CSS, C++, Game Development, Web Development, Photoshop, Python, SQL, C, Git, XML, TDD, Agile Development, Active Record, Sass, CoffeeScript, Node JS, Angular JS, Ajax

## PROJECTS

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### Fantasy Wars

A turn-based strategy game programmed in Javascript using the Phaser framework. This was an idea that I pitched for the final project at Dev Bootcamp and it was written in 8 days by a team of four. I had a major impact on the project by designing and programming the core game mechanics as well as leading and directing other members of the group to ensure a fantastic final project.

### Super Luigi

A Super Mario Bros. clone written in C# using the XNA framework. This was a for-fun project done on my free time; it was completed in roughly 1 week. I put heavy focus on the object oriented portion of this project and the principles of game development to ensure a powerful and scale-able engine.

### Wargame Campaign

Wargame Campaign is an online table-top wargame campaign management system, where a user can create maps and armies to use and share with other users, as well as host online campaigns for their table-top games. The site was required to be live as soon as possible, thus I pushed production speed providing a working product in merely 2 days of work. And, over an additional 2 days I supplied additional features based on user feedback to create a more enjoyable application.

### Rapid Fire

Rapid fire is an Android mobile game similar to games like Wario Ware written in Java using the Android API. I used this project to push myself into learning new technology quickly, and proved that even without any mobile experience, in just a few days of learning, I could thrive and adapt in unfamiliar situations.

## EMPLOYMENT

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### Culver's, *Crew Member*, 1745 Marketview Dr Yorkville, IL 60560

Feb 2011 - Jul 2013

The job consists of serving and preparing of food, serving customers, cleaning, and having a positive attitude. I provided the the facility with a reliable employee that always went above and beyond to help customers.

### Menards DC, *Team Member*, 2611 Eldamain Rd, Plano, IL 60545

Jul 2013 - Sep 2015

The job consists of loading, unloading, sorting, staging and transporting products. At this position, I consistently worked hard to ensure I always stayed ahead of my work.

## EDUCATION

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### Dev Bootcamp

Certificate Web Development 2016

An intensive 19-week web development training program focused on Ruby, JavaScript, Rails, SQL, HTML5 & CSS3, TDD, MVC, and Agile Development in a heavily team based environment.

### College of Dupage

One year of credits, and majoring in Computer Science.