JOHN STROMBERG
FULL STACK SOFTWARE ENGINEER

Minneapolis, Minnesota

✉ jes65764@bethel.edu

📞 651-955-5238

🌐 https://johnstromberg.com/

🌐 www.linkedin.com/in/j-stromberg

WORK EXPERIENCE

Computer Science Tutor
Bethel University | St. Paul, MN   **Aug 2022 - Present**

- Identified gaps in students' understanding of core computer science concepts. Tailored tutoring sessions in both one-on-one and large group formats to enhance understanding.
- Demonstrated strong problem-solving skills by conducting comprehensive code analysis and debugging for C, Java, and Python.

Software Development Engineer Intern
Navitaire | Minneapolis, MN   **Jun 2024 - Aug 2024**

- Converted two client facing Windows WPF UIs to Blazor web applications which greatly improved the client's experience.
- Developed a tool to synchronize a table in two different databases containing data in different formats.
- Wrote in-depth documentation around complex systems for development, product, and clients to reference.
- Collaborated in the Scrum process which included participating and leading daily stand up, design reviews, code reviews and demos.

PROJECTS

Farkle AI
https://github.com/JohnStromberg/farkleAI

- Developed a full stack implementation of the game Farkle with an AI player written in Java with a UI made with JavaFX.
- The AI uses expected value and trees to predict the best combination of moves to score the maximum points.
- Collected data on AI performance to fine-tune calculations and increase performance.
- Shared the project on GitHub with thorough documentation on the AI.

HuluFix
https://github.com/Leomnz/hulufix

- Developed a Firefox extension to enhance user experience by patching existing bugs in Hulu's web version.
- Enables users to pause and play using the media keys and fixes a bug preventing the UI from disappearing.
- Published on the Firefox Add-ons store, achieving a user base of over 100 individuals within the first six months.

EDUCATION

B.S. in Computer Science, Minor in Mathematics
Bethel University | St. Paul, Minnesota   **Expected: Dec 2024**

3.94 GPA
Dean's List (6/6 semesters)
Relevant Courses: Data Structures, Algorithms, Computer Architecture, Operations Research, Database Systems, AI, Computer Security, Computer Networking, Web Programming, Computer Graphics, and Software Engineering.
Activities: Wind Symphony (2021 - Present)

SKILLS

C# (.NET, Blazor), JavaScript, React, Node.JS, Python, Java, SQL (SSMS), C/C++, HTML/CSS, REST APIs, Git (GitHub, Azure Repos), Azure DevOps, AWS (SQS)

ACHIEVEMENTS

- Pioneered research for an AI to answer questions Bethel University students have for the Registrar's Office.
- Led a team of musicians to pack, transport, and set up percussion equipment both domestically and international for 3 years.