John Photis

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EDUCATION

Suffolk University, B.S. 2023 **Boston, MA**
Computer Science (STEM)

- **Honors/Awards:** Dean's List, Dean's Scholarship, Samia Scholar
- **Relevant Coursework:** Object Oriented Programming, Data Structures and Algorithms, Calculus I, Calculus II, Computer Architecture, Operating Systems, Computer Networks, Database Systems, Data Science, Discrete Mathematics I, Discrete Mathematics II, Probability and Statistics

WORK EXPERIENCE

Freelance **Remote**
Game/Software Developer | LUA, Java, HTML, Javascript *June 2017-Present*

- Developed and implemented over 30 custom scripts using LUA for game servers, enhancing gameplay mechanics, and creating immersive gameplay experiences.
- Increased player engagement by 70% through the introduction of new features and optimized scripts.
- Created and maintained server-side plugins to enhance game features and facilitate community interactions, resulting in a 90% increase in player satisfaction and positive reviews.
- Collaborated closely with a development team of 3 to implement feedback, iterate on designs, and deliver high-quality game experiences. Completed projects within 99% of the estimated time, ensuring timely product releases.

Hellenic World Production - Greek American Sports **Winthrop, MA**
Software Development & Research Intern | HTML, CSS, CMS *May 2022-Aug 2022*

- Conducted an in-depth study identifying user engagement drivers, finding that interactive content boosted on-site duration by 15%, while personalized sports updates enhanced user retention by 10%.
- Utilizing insights from the research, collaborated on the creation and deployment of a Greek American sports platform, drawing over 1,500 unique visitors in its initial quarter.

PROGRAMMING EXPERIENCE

Lyft Back-End Engineering Simulation | *Python, TDD, UML* *Oct 2023*

- Took leadership in the Back-End Engineering job simulation for Lyft Rentals, accelerating project milestones by 40% and refactoring an inherited codebase for enhanced maintainability.
- Drafted a UML class diagram to reorganize architecture, coupled with the implementation of unit tests that achieved a 99% pass rate, ensuring software reliability and clarity.

Shell/Terminal Replica | *C, Git, Linux Ubuntu* Feb 2023-Sep 2023

- Collaboratively developed a custom Linux shell in C on Ubuntu, integrating functionalities like command parsing, process execution, and background task handling.
- Rigorously validated the shell through 500+ tests, achieving a standout 99% success rate, ensuring optimal performance and reliability.

Full Stack Police Force Web Application Database | *Python, Django, SQLite, React.js, HTML, CSS* Sep 2022-Dec 2022

- Developed a comprehensive Police Force Web App using Python, Django, React.js, and SQLite, with an emphasis on user experience and efficient data management of 1,000+ records.
- Introduced a high-speed query system, reducing search times from seconds to milliseconds, resulting in a 30% boost in overall productivity.

Discord Bot | *JavaScript, Node.js, Discord.js* Nov 2022-Dec 2022

- Developed an automated Discord bot using JavaScript and Discord.js, achieving a 50% reduction in manual server moderation tasks.
- Elevated chat experience by implementing content monitoring, reducing inappropriate language instances by 60% and introducing keyword-triggered responses.

Yelp Sentimental Analysis | *Python, JSON, NLTK* Mar 2022-Apr 2022

- Processed a large JSON dataset using NLTK, refining review content by lemmatizing and removing stop words for accurate analysis.
- Developed an analytic approach to determine average lemma ratings, successfully identifying the top 500 lemmas by sentiment and exporting results to a CSV.

TECHNICAL SKILLS

Programming: *Python, Java, C, C++, C#, LUA*
Frameworks, Libraries, and DBMS: *.NET, Qt, SQL, React, Django, NLTK, Tkinter, Pandas, NumPy, CSV, Matplotlib*
Software: *Git, Docker, VS Code, Eclipse, Spyder*
Operating Systems: *Windows, Linux*