

# John Hoyt

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postmacode.github.io | **Availability: January - August 2020**

## Education

**Northeastern University**, Boston, MA

Sept. 2016 - Present

**Khoury College of Computer Sciences**

*Candidate for a Bachelor of Science in Computer Science, May 2021*

Related Courses: Object-Oriented Design, Algorithms and Data Structures, Database Design,  
Artificial Intelligence, Programming Languages, Programming in C, Fundamentals of CS

Honors: Dean's Scholarship, Dean's List

**Andover High School**, Andover, MA

Sept. 2012 - June 2016

Related Courses: Advanced Placement (AP) Computer Science, Advanced Placement (AP) Calculus

## Computer Knowledge

Languages: Java, SQL, C++, JavaScript, Swift, C#, Python, R

Databases: MySQL, SQLite, SQL Server, Amazon RDS

## Work Experience

**MFS Investment Management**, Boston, MA

Jan. 2019 - July 2019

*Software Development Co-op*

- Created data visualization application using Java and MySQL that allows investment traders to easily access information from the CRIMS trading software, used by hundreds of traders in different offices
- Wrote Selenium automated test scripts to ensure functionality between MFS proprietary software and updated versions of trading software from vendors
- Implemented bug fixes in MFS proprietary programs and managed documentation in JIRA

**EndGameTV**, Seattle, WA

May 2017 - Sept. 2017

*Professional Gamer*

- Competed in tournaments in four countries as lead sponsored player on a professional gaming team for the video game Super Smash Bros Melee
- Ranked #12 worldwide and individually recognized in articles by ESPN, Red Bull, Twitch, and HTC

**Game Assembly**, Manchester, NH

Summers 2015, 2016

*Software QA Intern*

- Created Unity mobile racing game with pathfinding AI written in C# that scales with skill level of user
- Tested code and visual environment for mobile games to contribute to team repository of bugs and fixes

## Projects

**Low Latency Live Piano** | *Creator*

June 2019 - Present

- Developed live piano program in C++ using SDL library for responsive graphics and audio output
- Programmed buffer size and sampling rate of audio output to optimize for lowest possible latency
- Measured audio latency to be four times faster than professional live piano programs like AbletonLive

**Global Terrorism Database** | *Creator*

June 2018 - Sept. 2018

- Created conceptual and logical modeling in MySQL to represent 25 attributes of over 170,000 terrorism incidents around the world from 1970-2015
- Wrote Java API and utilized JDBC to connect Java code to MySQL database
- Designed and developed web interface using R and Shiny, hosted online with Amazon RDS