

# John “Jack” M. Old

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## Objective

To obtain a summer co-op in the information technology field, particularly in software/web development.

## Education

### BACHELOR OF SCIENCE | MAY 2021 | ROCHESTER INSTITUTE OF TECHNOLOGY

- **Major:** Computing and Information Technologies
- **Concentrations:** Database Applications & Web Development
- **GPA:** 3.49
- Made Dean's List spring semester 2017, spring semester 2018 and spring/fall semester 2019

## Work Experience

### SOFTWARE DEVELOPER | VICTAULIC | MAY - AUGUST 2019

- Worked in the Virtual Design and Construction Department (VDC) with the development team
- Developed a toolbar sales report in the form of a paginated table that ran jQuery on the front end, and PHP on the back end to query from a MySQL database
- Developed web apps in Angular and Node.js for a large, centralized web management system project
- Developed web apps that integrated RESTful APIs of AutoDesk BIM 360 Docs and SmartSheets
- Developed a desktop app in jQuery that exports a Gantt chart timeline from the Victaulic Tools for Revit Toolbar
- Practiced the use of version control with GIT between the development team

### I.T. CLIENT SPECIALIST | BORGWARNER INC. | JUNE - DECEMBER 2018

- Technical repairs and serviced on client PCs
- Managed digital signage through intel compute sticks
- Managed user accounts and PCs through Active Directory on the company domain
- Successfully managed technical/business user interactions across corporate functions

## Projects

- Took over the role as lead back-end developer for a group project developing a reference website about unix:
  - Created, structured, and normalized the website's database using MySQL
  - Developed a content-management system in PHP, which allowed users to create accounts, dynamically add and remove articles, find articles through a search bar and resources page, and send and retrieve appropriate data for a page from the database
  - Developed and maintained the L.A.M.P. (Linux, Apache, MySQL, PHP) stack
- Programmed a re-creation of the board game Mancala using Java
- Worked in a team to program the board game Quoridor using Java. Created a networking system to connect player clients to the game server, as well as utilizing an integrated chat program to allow the players to communicate with each other:
  - Had predominant contribution in the communications between the server and clients of the game
  - Built an integrated chat program with user accounts and chat-based commands
  - Developed the server gui, displaying proper log information of connected players and game status
- Extensively tested cross-compatibility of software between multiple operating systems, including Microsoft Windows, Mac OS, and Linux
- Regularly used productivity software such as Microsoft Office and the Adobe Suite
- Possess extensive knowledge regarding Virtual Machines and VMWare software