John Clay Kaufmann

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Skills

Languages – Proficient: Python, JavaScript, TypeScript // Familiar: Java, C++, C
Technologies – Proficient: NextJS, NodeJS, React // Familiar: Django, Express, Flask

Relevant Experience

NASA Goddard Space Flight Center - Remote **August 2021- Present**
Software Engineering Intern

- Lead development on the GRASP citizen science project, an online game that has users come up with different patterns that scientists can use to place telescopes across the world for deep-space imaging

Harris Computer / Systems and Software - Remote **May 2021- August 2021**
Student Software Engineer

- Developed and wrote scripts that helped migrate customers to a new platform for companies main product, enQuesta

Teaching Assistant – University of Vermont **January 2020 - May 2021**
Intermediate Programming (UVM CS 110)

- Developed and wrote scripts that helped migrate customers to a new platform for companies main product, enQuesta

CS Crew – University of Vermont **May 2020 - May 2021**
Treasurer

- Managed the finances of UVM's computer science club, CS Crew
- Brought in guest speakers to speak to the club about the industry of software engineering

Education

University of Vermont (UVM), Burlington, VT. **Expected Graduation: December 2021**
Bachelor of Science in Computer Science *GPA: 3.47*
Minor: Mathematics

University of Vermont **Expected Graduation: December 2022**
Master of Science in Computer Science

Relevant Coursework

- CS 124: Data Structures and Algorithms
- CS 224: Algorithm Design and Analysis
- CS 201: Operating Systems
- CS 205: Software Engineering
- CS 148: Database Design and Structure
- CS 253: Reinforcement Learning
- CS 254: Machine Learning
- CS 295: Secure Distributed Learning

References Available Upon Request