

## J. Ian Johnson

### School Address

College of Computer and Information Science  
Northeastern University  
360 Huntington Ave, Room 202 WVH  
Boston, MA 02115  
(617) 373-2123

### Permanent Address

327 Centre St. Unit 209  
Jamaica Plain, MA 02130  
(832) 928-6109  
<http://ccs.neu.edu/~ianj>

## OBJECTIVE

A position in the betterment of programming language technology (implementation, analysis, dev tools) in the Boston area

## EDUCATION

*Doctorate of Philosophy*, Computer Science  
Northeastern University, Boston, MA

Projected May 2014

*Master of Science*, Computer Science  
Northeastern University, Boston, MA

May 2011

*Bachelor of Science*, Computer Science  
University of Texas at Austin, Austin, TX  
GPA 4.0

May 2009

*Bachelor of Science*, Pure Mathematics  
University of Texas at Austin, Austin, TX  
GPA 3.8

May 2009

## PROFESSIONAL EXPERIENCE

*BMT Scientific Marine Services, Inc.*  
Houston, TX

June – August 2009  
(SDE Internship)

- Created statistical visualization/analysis software from scratch
- Initial research on integrating a 6DoF accelerometer with GPS in a Kalman filter
- Control for a 1-axis robot to simulate random wave motion with spectral analysis
- User mode drivers for various devices.

*Microsoft Corporation*  
Sharepoint division, Redmond, WA

June – August 2008  
(SDE Internship)

- Created front-end administrative applications in ASP.NET
- Created back-end administrative applications in Powershell

*NVIDIA Corporation*  
Santa Clara, CA

May – August 2007  
(SDET Internship)

- Developed tests for the Windows OpenGL driver.

## **A SELECTION OF COMPUTER SKILLS**

Languages (>10KLoC): in C/C++, Java, C#, Racket (PLT Scheme), ACL2, Coq, PHP, HTML  
(>1KLoC) JavaScript, SQL, Haskell, Python, CSS  
Editors: Emacs, Visual Studio (up to 2009), Eclipse  
Operating Systems: Linux (Ubuntu since Dapper), Windows (95 - 7)

## **TALKS**

“Designing Precise, Pushdown, Higher-Order Flow Analyses,” IBM PL Day 2012

## **HONORS**

Dean’s fellowship, Northeastern University

## **INTERESTS**

Programming language semantics, hygienic macros and staged compilation, optimizing high-level languages, interactive and automated theorem proving (rewriting logic, SMT solving, type theory), history of mathematics, biographies of scientists, gaming (console/PC/tabletop), walking, cooking, speaking Japanese, playing classical piano, enjoying heavy metal