J. lan Johnson

OBJECTIVE

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

EDUCATION

	Doctorate of Philosophy , <i>Northeastern University</i> , Boston, MA. Computer Science
2009–2011	Master of Science , <i>Northeastern University</i> , Boston, MA. Computer Science
2005–2009	Bachelor of Science , <i>University of Texas at Austin</i> , Austin, TX, GPA 4.0. Computer Science
2005–2009	Bachelor of Science , <i>University of Texas at Austin</i> , Austin, TX, GPA 3.8. Pure Mathematics

PROFESSIONAL EXPERIENCE

June - **SDE Intern**, *BMT Scientic Marine Services, Inc.*, Houston, TX.

- August 2009

 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.

June - **SDE Intern**, *Microsoft Corporation*, Redmond, WA.

August 2008 Sharepoint development

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

May - SDET Intern, NVIDIA Corporation, Santa Clara, CA.

August 2007 Developed tests for the Windows OpenGL driver.

A SELECTION OF COMPUTER SKILLS

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

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PUBLICATIONS

"Optimizing Abstract Abstract Machines," ICFP 2013

TALKS

- "Optimizing Abstract Abstract Machines," ICFP 2013
- o "Concrete Semantics for Pushdown Analysis: The Essence of Summarization," HOPA 2013
- o "Designing Precise, Pushdown, Higher-Order Flow Analyses," IBM PL Day 2012

HONORS

Dean's fellowship, Northeastern University

INTERESTS

Parenting, 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, homebrewing, speaking Japanese, playing classical piano, enjoying heavy metal