

## Ian Johnson

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### Summary

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I am a quick and versatile learner, adaptable to a variety of challenging situations and tasks. I have a strong background in mathematics, as well as experience in computer programming.

### Education

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#### University of Virginia

*B.A. in Mathematics (advanced track) and Physics*

**May 2017**

*Overall G.P.A.: 3.96*

#### – Awards and designations

- Echols Scholar
- Edwin E. Floyd Prize in Mathematics (2017)
- Intermediate Honors (2016)
- Dean's List (Spring 2015, Spring 2016, Fall 2016)

### Experience

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#### Volunteer Tutor

*FACETS*

**September 2017–Present**

*Centreville, VA*

- Teach computer, math and English skills to adults and children in a low-income community.
- Provide proactive technical support to community center.

#### Undergraduate Physics Researcher

*UVa Solid Polarized Target Group*

**April 2015–September 2017**

*Charlottesville, VA*

- Develop simulations and mathematical models from systems of differential equations and real data.
- Design and implement software to assist in lab tasks.

#### Undergraduate Mathematics Researcher

*University of Virginia*

**May 2016–July 2017**

*Charlottesville, VA*

- Apply individual study of new material to research efforts.
- Collaborate with research adviser to investigate novel concepts.

#### Vice President & Secretary

*Kinetic Sound*

**May 2015–May 2017**

*Charlottesville, VA*

- Co-founded successful student organization.
- Coordinate logistics of large-scale events with over one hundred attendees.

### Skills

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#### Computer proficiency

- Experienced with Windows and GNU/Linux systems (day-to-day usage and basic administration)
- Proficient in Microsoft Office (Word, Powerpoint, Excel) and equivalent products

#### Programming

- Languages: C, Rust, LabVIEW, C++
- Also have experience with HTML and CSS
- GitHub: <https://github.com/ianprime0509>
- Familiar with common development tools, including Git
- Selection of projects:
  - A controller for a stepper motor, written in LabVIEW (<https://github.com/ptgroup/stepper-motor-controller>)
  - A Chip-8 emulator, written in C (<https://github.com/ianprime0509/chip8>)

## **Publications and presentations**

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- Spin nilHecke algebras of classical type (<https://arxiv.org/abs/1706.06240>)
- Chain Posets (<https://arxiv.org/abs/1802.05813>)
- Automated Microwave Frequency Control in Dynamic Nuclear Polarization Experiments (<http://meetings.aps.org/link/BAPS.2016.APR.K10.2>)