

Ian Johnson

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Summary

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

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

Volunteer Tutor

FACETS

September 2017–Present

Centreville, VA

- Teach a variety of computer-related skills to adults.
- Assist with children's homework and after-school activities.
- Provide proactive technical support to community center.

Undergraduate Physics Researcher

UVa Solid Polarized Target Group

April 2015–September 2017

Charlottesville, VA

- Develop mathematical models from systems of differential equations.
- Create simulations based on experimental data.
- Design algorithms and software to automate experimental process.

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.
- Participate in and contribute to weekly planning meetings.

Skills

Programming

- Languages: C, Rust, LabVIEW, C++
- GitHub: <https://github.com/ianprime0509>
- Notable 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>)

French

- Upper intermediate reading and writing