John Bean he/him

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Education

University of Delaware Honors College - Newark, DE

Honors Computer Science BS | Concentration in Data Science

GPA: 3.521/4.000

Programming and Skills Summary

- Languages: Python | HTML | C | C++ | TypeScript | JavaScript | Lisp | SQL
- Libraries and frameworks: React | .NET | PyTorch | scikit-image | Unity for VR
- Machine learning engineer experience using python & pytorch libraries
- Full stack development using C# and SQL
- Two years of interdisciplinary research experience as a software developer & machine learning engineer

Experience

★ Projects

- Mock Banking Application
 - Full stack development using blockchain technology built on Oracle SQL and hosted on AWS to mimic a basic banking application.
- **UD CIS Department Course Scheduler**
 - React Typescript app written using AGILE methodology to schedule courses and create degree plans for UD computer science students.
- **Smorecog**
 - Utilizing convolutional neural networks to generate images from Spotify playlists.

★ University of Delaware Cybersecurity Scholars

September 2020 - Present

- Youth Outreach Team: Organizing volunteer teachers to teach elementary programming concepts
- Cybersecurity Newsletter: Contributing to a monthly cybersecurity panel for student newspaper The Review to help keep UD students informed about cybersecurity news

★ University of Delaware Resident Assistant & Office Manager

August 2021 - Present

- Building a community on the floor with a diverse group of 40 residents by facilitating relationship building, connecting with resources, and creating a space that everyone feels they are able to succeed.
- Crisis response and conflict mediation for a building of over 600 residents
- Responsible for auditing building resources and weekly administrative training presentations
- Awarded Staff MVP for the 2021-2022 academic year

★ VR and 3D Visualization for Biomedical Research

June 2021 - June 2022

Working on a team of researchers for NIH funded research on cancer of the tongue by gathering data on organisms with similar geometric structure. Responsible for implementing multiple visualization systems and studying micro skeletal structures.

★ Machine Learning Engineer Intern for The Gleghorn Lab

June 2023 - Present

Revamping and expanding upon biomedical image segmentation methodology to create WINDOWZ: an accessible and resource efficient image segmentation pipeline. See my website for the most recent poster.

★University of Delaware Teaching Assistant

September 2023 - Present

Facilitating weekly problem based learning sessions, and holding weekly office hours to further student understanding and strengthen foundational knowledge of theoretical machines and models of computation as a TA for CISC303: Automata Theory.

May 2024