John Geddes

Software Developer

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Work Experience

Loyola University of Chicago

Audio Visual (A.V.) Technician | December 2020 – May 2023

- Facilitated internal and external events using audio and visual (AV) technology at Loyola.
- Collaborated with IT Services in maintaining and improving AV equipment to enhance and refine campus tech.
- Operated analog tech, mixers, and projectors to execute events and for troubleshooting and repair.
- Supported audio and video conferencing setups, ensuring seamless communication for campus events.
- Proficient with Crestron systems, providing user-friendly interfaces for AV setups.
- Aided in the setup and troubleshooting of MS Teams for video presentations and conferences.

The Brag House

Front-End Software Intern | December 2021 - May 2022

- Collaborated with the team using React.js, React Native, CSS, and HTML to enhance the Front-End experience for the Brag House's IOS app and website.
- Designed and implemented the Brago game in the IOS app.
- Utilized Figma and Amina to redesign the app, capturing the modern appearance desired by the company.
- Underwent training in Kotlin and Django to assist the Back-End programmer.
- Assisted with the integration of MS Teams for internal team communications and project collaboration.
- Collaboratively conducted user testing sessions to gather feedback, leading to iterative improvements in the user interface and experience.

TLC Precision Wafer Technology

Software Intern | December 2019 - August 2020

- Assisted in the design of a COVID-19 radar using CAD; this radar detected the virus using millimeter waves.
- Flew drones in a collaborative project with the US Air Force to aid TLC in developing a radar system to identify potentially dangerous drones.
- Worked with Bitbucket to transition the company from a primitive onsite code repository to a more efficient cloud-based repository.
- Trained company personnel on git, ensuring smooth operations with the new repository system.

Education

2019 – 2023 | Loyola University of Chicago

Bachelor of Science | Major in Computer Science Minor in Philosophy

Representative for Student Government for the Computer Science Department.

Projects and Certificates

VOLT Key Automation (Cybersecurity Project) | Professor Niel Klingensmith

July 2022 - April 2023

- Harvested data from an existing application to extract the VOLT key, streamlining data retrieval processes.
- Developed a location-aware automation application using Kotlin; when a phone is connected, its location is recognized, granting tailored Wi-Fi access.
- Achieved significant improvements in user experience and enhanced security measures through streamlined app functionality.

Rambler Registrar App | Professor Nicholas Hayward

August 2022 - May 2023

- Engineered a mobile application using React Native, leveraging Python for back-end operations and NoSQL for efficient data management.
- Reimagined course registration by designing an intuitive app interface, automating significant portions of the planning process for students.
- Orchestrated a robust database setup using MongoDB and hosted both the app and database on AWS, ensuring scalability and reliability.

JohnGeddes.org Personal Website

August 2023 - Present

- Conceptualized and designed a cohesive website layout using Figma, ensuring a user-friendly interface and optimized user experience.
- Crafted the website foundation with HTML/CSS and integrated dynamic features using JavaScript; exploring integration with Elastic or SvelteKit for enhanced functionalities.
- Planning to host the finalized website on AWS, emphasizing reliability and scalability for future updates and increased traffic.

Certificates In Progress

- Salesforce Administrator Certificate
- MySQL Bootcamp Certificate