

John Herndon
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150 4th Street NW
Atlanta Georgia 30313

EDUCATION

Georgia Institute of Technology, College of Computing

Bachelor's Degree in Computer Science.

- Teaching Assistant: CS 1332 - Intro to Data Structures and Algorithms
- Zell Miller Scholarship Recipient; **Current GPA: 3.89**

Atlanta, Georgia
Expected May 2018
Spring 2016

EXPERIENCE

Freelance Consulting

Extract/Transform data

- Used UIPath to extract data from a website where data was temporarily stored.
- Utilized Excel and Access / SQL to transform data into a readable format.
- Observed a requirements gathering meeting.

Atlanta, Georgia
Winter 2015

Elavon Merchant Services

Quality Assurance Intern

- Quality Assurance Engineer, running tests against an online API on a Jenkins server
- Automating QA test cases using SoapUI and Groovy scripts

Atlanta, Georgia
Spring 2015

Georgia Tech College of Science

Student Worker

- Kickstarted and migrated new computer systems
- Installed and routed new servers, handled inventory changes
- Provided general computer assistance for other workers throughout building.

Atlanta, Georgia
Summer 2013

SKILLS

Languages: Java, Python, C++, Groovy, SQL, HTML, CSS, Javascript, jQuery;

Software: SoapUI, SourceTree / Git, Unix command lines, UIPath, Excel, Access, JIRA

ACTIVITIES / AWARDS

- Leadership:** FIRST Robotics team 4026 (Programmer and Driver)
FIRST Technical Challenge team 6173 (Captain and Head Programmer)
Atlanta Young Singers / Georgia Tech Chamber Choir (Bass section leader, 2010-2015)
Chi Psi Fraternity (Pledge Class Spring 2015 President)
- Activities:** Spirit of Atlanta Drum and Bugle Corps (Summer 2014/2015 - Baritone)
Pi Epsilon Phi Choir Service Fraternity (Pledge Class Spring 2015)
- Volunteering:** FIRST Technical Challenge Lead Software Inspector; Decatur Book Festival
- Awards:** AP Scholar with Distinction; Georgia Institute of Technology Dean's List

PROJECTS

Java: Drill Writing application for marching band visual design (In progress)

Python: Wrote scripts to solve over 100 math problems from projecteuler.net

Used curses library to make roguelike game with random level generation in unix shell