

John Pionzio



Contact



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Education

Bachelor of Science

Rochester Institute of Technology | 2019-2023

Major in Game Design and Development

Minor in Economics

Cumulative GPA: 3.95

Summa Cum Laude

Central Bucks High School West | 2015-2019

Cumulative GPA: 4.25

Programming

JavaScript	- 6 Projects	- 3 Years Exp.
C#	- 4 Projects	- 3 Years Exp.
HTML5	- 4 Projects	- 3 Years Exp.
CSS	- 4 Projects	- 3 Years Exp.
Dart	- 1 Project	- 3 Months Exp.
C++	-----	6 Months Exp.

Software

Microsoft Suite	Visual Studio
Git	Visual Studio Code
GitHub	Unity
Trello	Unreal Engine
Firebase	Maya
Adobe Suite	ServiceNow

Software Engineer

A graduated student from Rochester Institute of Technology as of December 2023, I am looking to utilize my vast programming and development skills accumulated through my education to build a career as a software engineer.

Experience

● January 3rd - June 24th 2022

Wayfair Inc

Employee Tech Onboarding Engineer

- Responsible for the deployment of software and hardware to all newly-hired employees.
- Led weekly orientations and support sessions in-person and asynchronously.
- Redesigned informal webpages regarding software distribution, installation, and use to be viewed by future Wayfair employees.
- Organized ServiceNow dashboards, datasheets, and graphs to required specifications; recorded informal instructions on how to do so for future Wayfair employees.
- Redesigned hardware shipping kits to be more economical in terms of materials used in preparation for contracting third parties to take on hardware distribution.

Projects

● Media-Uploader

Web Application & Website (JavaScript + Handlebars)

November 27 - December 11 2023

- Academic project completed individually.
- Utilizes various Node.js extensions, React.js components, Mongoose, Redis, and Heroku to allow users to upload images to a database, which can be displayed either privately or on a public browser.
- A proof-of-concept monetization system has been implemented, where users can increase the amount of storage available to them on the database when subscribed.
- *Development was completed using Gulp for debugging and Git for version control.*

● Amiibo-Finder

Web Application & Website (JavaScript + HTML5)

September 27 - October 23 2022

- Academic project completed individually
- Utilizes the *Amiibo API*, custom web components, and *Bulma* to allow users to search for Amiibos and view information about any results in a mobile-friendly manner.
- Utilizes local storage and *Firebase* to allow users to save individual results as favorites and view said favorites as well as other users' favorites on separate webpages.
- *This project was replicated in a dart-based Android application in an academic project completed in April 2023.*

● Star Wars Audio Visualizer

Web Application & Website (JavaScript + HTML5)

October 24 - December 11 2022

- Academic project completed individually.
- Utilizes JavaScript plugins, web components, and *Bulma* to display a mobile-friendly, customizable audio visualizer that changes visual themes based on selected tracks
- Variety of customization options allow users to create greatly varied experiences tailored to their own tastes.