

John Sullivan

[PDF Version](#) | [org-mode plaintext](#) | [On my website](#)

john-j-sullivan@outlook.com | jsullivan.cc | 213-910-4003 | [GitHub](#) | [LinkedIn](#)

Education

- B.S. Computer Science, CSU Monterey Bay, May 2018
- Eagle Rock High School, June 2014

Skills

| Experience Areas | Languages/Tech | IT/DevOps |
|------------------------|---|--------------------------------------|
| Operating Systems | C++ • C# • C • Rust | Ansible • Docker • Kubernetes |
| Data Mining | Java / Android • Clojure[Script] | AWS • Azure Linux/*nix Admin/Support |
| Machine Learning | JavaScript(ECMA) | Windows Setup/Support |
| Graphics Programming | React.js/Native • Svelte Python • Flask | Unix Tools/Scripts |
| Multimedia Programming | Unity3D | Git collaboration, build hooks, CI |
| Software Design | IP Stack | Network admin, filtering, subnets |
| Game Programming | Elastic Stack • ASP.NET Core • SQL Server | Azure AD, group management, |
| Computer Networking | R • SciKit Learn • Tensorflow | automation roles |
| | REST API Design • GraphQL | |

Experience

Contract Software Engineer | Walmart via Insight Global

March 2021 - September 2021, August 2023 | Remote

- Creating solutions for pushing real-time updates of price information to stores through the Walmart chain
- Maintaining and improving a customized, large-scale stream processing application running on Apache Kafka and Clojure
- Adding visibility to production performance through grafana dashboards & alerts

Staff Engineer | yU+co

January 2022 - August 2023 | Los Angeles

- Maintenance and development of studio production infrastructure: internal networks, web presence, central storage, render farm, etc
- Implemented policy and practice for studio asset security
- Responsible for on-call technical support, resolving hardware and software issues to meet deadlines
- Engineering consultant for various internal and external projects, guidance for building robust and sustainable systems

Software Engineer II | Capture2

July 2018 - August 2019 | San Diego, CA

- Created reporting integrations for Office365 using ReactJs, allows customers to create reports using tools they're already familiar with
- Implemented a search-by-location capability for govt business opportunities, allowing customers to easily find opportunities in places relevant to their business
- Eliminated wasted time and human error from manually deploying backbone architecture by automating with Azure RM templates, Ansible, Docker, and Kubernetes
- Deployed and maintained a set of polyglot backend REST API services which added critical features, including technologies implemented in C#, Java, and Python
- Used Kibana to identify performance bottlenecks in Elasticsearch and improve customer experience

Freelance Software Developer

January 2020 - March 2021, September 2021 | Los Angeles/Remote

- Provide technical services to clients, such as backend software or web development
- Determine scope and outcomes for client projects
- Consulting for software installation and operations, hosting, recurring costs, etc
- Delivered such products as a scheduler for an interactive LED display at the LA Music Center, custom web applications for clients like the Fowler Museum, multiple client portfolio websites, and more

Co-Founder/Software Developer | Spodder

August 2019 - January 2020 | Remote

- Allows users to anonymously add and discover 'beacons' on a shared map, which detail local places and events
- Created mobile app using React Native/React-Redux with integrated analytics tracking
- Deployed infrastructure using docker-compose and cloud-native services like S3

Teaching Assistant | TA++ Program, CSUMB SCD

August 2016 - June 2018 | Seaside, CA

- Delivered quality instructional assistance to the Intro, Multimedia, and Web programming classes
- Advised students on technical considerations for python multimedia projects
- Collaborated on an engaging intro programming curriculum including in class labs, study sessions, and extracurricular activities
- Directed Peer-Led-Team-Learning sessions that improved student cooperation and practical problem-solving skills

Undergrad Researcher | CSUMB-UROC Research Internship

May 2016 - August 2017 | Seaside, CA

- Synthesized original research in computer input peripherals
- Used data science methodologies and python data science frameworks like scikit and Tensorflow to test signal processing and classification techniques
- Assisted in other VR/peripheral related projects in a cooperative lab environment, particularly in system administration/maintenance activities

Highlighted Projects

Dbpedia browser

[Click to try the app](#)

AttentiveAI | Using ubiquitous 5G for classroom engagement

Winner of ATT 5G Hackathon – Best use of Cloud Technology

- Application that gives teachers realtime information on classroom attention, using computer vision and IoT devices. Consulted on the concept and provided guidance for using React Native

~~Trump~~bot | RNN trained on tweets to generate new messages

[Github Repository/Jupyter Notebook Report](#)

- Takes tweets from ~~@realDonaldTrump~~ and creates new messages. Uses preprocessing techniques in sklearn and an RNN-based text generator written in Tensorflow

Flex | Hand gesture recognition using muscle flexing sensors

ACM Digital Library

- Novel gesture sensor intended for use as a general-purpose remote control
- Used multiple recurrent neural networks in a bagging configuration to classify gestures used by the Myo sensor
- Developed driver code for the sensor, recording framework for collecting gesture samples, implemented classification techniques

Multi-Leap | Multiple LeapMotion controllers on one machine

Demo on YouTube

- System that allows for multiple people to use an interactive projection surface at the same time
- Multiple leapmotion hand trackers on one machine, multiplexed through systemd-nspawn
- Doesn't require any virtual machines, fault-tolerant
- Can be used over the network or locally for interactive applications

Misc Experience

US Census Enumerator | US Census Bureau

July 2020 - August 2020 | Los Angeles, CA

Computer Repair Volunteer | Loaves Fishes and Computers

September 2017 - January 2018 | Salinas, CA

- Technician assisting with refurb of computers for in-need community members
- Wrote software for automated hardware lifetime checks & issue reporting
- Assisted customers one-on-one in technical support and consultation

References available upon request