

John Sullivan

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

Professional Objective

I want to create software that helps people live better lives.

Education

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

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
- Technologies used range across tools like scikit/pandas/jupyter, React, ASP.NET Core, Clojure & ClojureScript, SQL/MySQL/SQL Server, Hugo, AWS/Azure
- Used Python with Jupyter and Pandas to explore emerging AI technologies provided by the HuggingFace project
- 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 at UCLA, multiple client portfolio websites, and more

Software Engineer II | Capture2

July 2018 - August 2019 | San Diego, CA

- Deployed and maintained a set of polyglot backend REST API services which added critical features, including technologies implemented in C# ASP.NET Core, Spring Boot in Java, and Python Flask
- Created reporting integrations for Microsoft Office using ReactJs, allows customers to create reports using tools they're already familiar with
- Implemented a search-by-location capability for govt business opportunities in Telerik Kendo, 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
- Used Kibana to identify performance bottlenecks in Elasticsearch and improve customer experience

Software Engineer | Walmart via Insight Global

March 2021 - September 2021, August 2023 - September 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

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 sysadmin and creating solutions with the Unity game engine

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