John Sullivan

jsullivan@csumb.edu | jsullivan.cc | 213-910-4003 | References available on request

EDUCATION

CSU MONTEREY BAY
BS in Computer Science
Grad. May 2018 | Seaside, CA
Conc. in Data Science
School of Computing and Design

EAGLE ROCK HIGH SCHOOL
Grad. June 2014 | Eagle Rock, CA

LINKS

Github/Portfolio:// **jjsullivan5196**
LinkedIn:// **jjsullivan5196**

COURSEWORK

Operating Systems
Data Mining
Machine Learning
Graphics Programming
Multimedia Programming
Software Design
Game Programming
Computer Networking

SKILLS

PROGRAMMING/TECH
C++ • C# • C • Rust • Java / Android
Javascript(ECMA) • React.js/Native
Python • ShellScript
Unity3D • SocketIO
Elastic Stack • ASP.NET • SQL Server
OpenGL/DirectX • R
SciKit Learn • Tensorflow

DEVOPS
Ansible • AWS • Azure
Linux/*nix Admin/Support
Windows Setup/Support
Unix Tools/Scripts
Git collaboration, build hooks, CI

EXPERIENCE

SOFTWARE ENGINEER II | Capture2
July 2018 - August 2019 | San Diego, CA

- Created customer reporting integrations for Office365 using ReactJs
- Moved backend data infrastructure from non-reproducible deployments to turnkey instantiation using Azure RM templates, Ansible, and Docker
- Implemented a full-stack search-by-location capability by aggregating on a flat address per document, allowing customers to easily find content in places relevant to their business
- Used Kibana to identify search performance bottlenecks and improve customer experience

TEACHING ASSISTANT | TA++ Program, CSUMB SCD
August 2016 - June 2018 | Seaside, CA

- Collaborated on an engaging and interactive 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

- Developed novel locomotion input techniques for Samsung Gear VR
- Assisted in other VR/peripheral related projects in a cooperative lab environment

HIGHLIGHTED PROJECTS

FLEX | hand gesture recognition using muscle flexing sensors
ACM Digital Library

- 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

SPODDER | Event driven social network on a map
Website TBA

- Allows users to anonymously add and discover 'beacons' on a shared map, with info on what's going on in the area with text/photos. Frontend mobile app using React Native/React-Redux with integrated analytics tracking and more.

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, based on computer vision and IoT devices. Consulted on the concept and provided guidance for using React Native

TRUMPBOT | 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

More on Github