

John Sullivan

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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(ES6) • 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

COMPUTER REPAIR VOLUNTEER | LOAVES FISHES AND COMPUTERS

September 2017 - January 2018 | Salinas, CA

- Worked as a 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

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.

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