John Sullivan

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Staff Engineer | yU+co

January 2022 - February 2024

IT & Network Admin/Automation, Ansible, Active Directory, AWS Deadline (Cinema 4d/AfterEffects), Fullstack web, Python data scraping

- Responsible for maintenance and development of studio production infrastructure: internal networks, maintainence on graphics workstations, web presence, DNS, central storage, render farm, etc
- Created and administered training for artists using company computer resources
- Provided on-call technical support to motion design artists, resolving hardware and software issues to meet deadlines
- Added IT infrastructure and policy for managed computer usage, configuration management, and other pipeline automation for projects
- Engineering consultant for various internal and external projects, guidance for building sustainable systems

Freelance Software Developer

January 2020

Fullstack JavaScript, React, Svelte, ClojureScript, PHP, Nodejs, MySQL, ASP.NET Core, CMS/Hugo, Cloud native AWS/Azure

- Provide technical services to clients, such as backend software or web development
- Determine scope and outcomes for client projects
- Consulting for frontend design testing, software installation and operations, hosting, domain registration, 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, client portfolio websites, and more

Software Engineer | Walmart Global Tech

March 2021 - September 2023

Clojure-based event sourcing, Kafka, Grafana, CI/CD on Kubernetes

- Creating solutions for pushing real-time updates of price information to stores through the Walmart chain
- Maintaining and improving a customized, large-scale event sourcing pipeline
- Adding visibility to production performance through Grafana dashboards & alerts
- Designed strategies for app deployment and orchestration on Kubernetes

Software Engineer II | Capture2

July 2018 - August 2019

SaaS application on ASP.NET, Frontend JavaScript, React, Java-Spring/Python/ASP.NET Core microservices, Azure Automation & Containerization (Docker, Ansible), SQL Server persistence and ETL, Elasticsearch document indexing and search performance (Kibana)

- Developed and maintained software for researching government business opportunities, including web/HTTP APIs, javascript frontend apps, scraping tools, etc
- Created reporting integrations for Microsoft Office, allowing customers to create reports using tools they're already familiar with
- Helped customers locate relevant business opportunities faster
- Reduced churn on application maintenance with automation and performance monitoring

Undergrad Researcher | CSUMB-UROC Research Internship

May 2016 - August 2017

Python Data Science stack, scikit, pandas, TensorFlow, RStudio, Unity Game Engine, Virtual Reality R&D

- Synthesized original research in computer input peripherals
- Used data science methodologies to test signal processing and classification techniques for gesture recognition
- Assisted in other VR/peripheral related projects in a cooperative lab environment, particularly in sysadmin and creating solutions with the Unity game engine

Teaching Assistant | TA++ Program, CSUMB School of Computing and Design

August 2016 - June 2018

- 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

Education

B.S. Computer Science, CSU Monterey Bay, May 2018