John Mayhew

980-226-8740
https://jmayhew4.github.io/   heymayhew@gmail.com

Education

University of North Carolina at Charlotte
Bachelor of Science, Computer Science – May 2017
 Dean's List – Spring 2015, Fall 2015, Spring 2016

Skills

- ➢ **Programming Languages –** C#, Java, JavaScript, MySQL, Ruby, HTML, CSS, C++
- ➢ **Software –** GitHub, Active Directory, Unity3D, Unreal Engine 4, Photoshop, Microsoft Office, Google Suite
- ➢ **Environments –** Windows and Unix based operating systems

Experience

Client Support Technical Assistant   Charlotte, NC
IT Services - Client Engagement   June 2016 – May 2017
Assisted UNCC students, faculty, and staff with software, hardware, and account related issues via an online ticketing system. Included over the phone, in-person, and email engagement.

Desktop Support Technician   Charlotte, NC
IT Services - Client Engagement   July 2016 – May 2017
Provided on-site ticketing response support to university faculty and staff for computers across the UNCC domain. Duties included diagnosing and troubleshooting hardware/software issues, operating system configuration, administering software, setup of network user accounts/permissions.

Recent Projects

CATS Map   HTML / CSS / GoogleMaps API
Worked with the Charlotte transit system, CATS, to prototype an interactive Google Maps based webpage for CATS bus riders. Aimed to revamp the current non-interactive maps available on the CATS website. Included each stop and individual bus routes.

Labyrinth   Unity / C#
Unity Engine-built 2D combat-platforming game focused around obtaining new abilities from enemies. C# scripting for character actions and abilities, enemy AI, and general game function.

Highlighted Courses

- **Data Structures –** Implementation and analysis of algorithms for designing various data structures
- **Software Engineering –** Planning, application, and development of software systems, programming in Ruby and HTML
- **Design and Analysis of Algorithms –** Building and implementation of important algorithms for use in programming, programming within Java
- **Database Design –** Study and implementation of relational databases, data models, and data independence, programming within MySQL
- **Software Development Projects –** Exploration of the software development process, emphasizing requirements, design, testing, deployment, and evolution