John M. Rundle

School Address

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EDUCATION

University of Notre Dame

Notre Dame, IN May 2022

Major: Computer Science Relevant Coursework:

GPA: 3.97 / 4.00

(Current) Compilers & Language Design, Programming Paradigms, Theory of Computing

• (Completed) Data Structures, Discrete Math, Computer Architecture, Systems Programming

TECHNICAL SKILLS

Languages: C, C++, C#, HTML/CSS, Python, SQL

Other: Agile (Scrum), ASP.NET, AWS (EC2, S3), Bootstrap, Flask, Git, jQuery, Unix, Windows, Vim

EXPERIENCE

Fidelity Investments Durham, NC

Software Engineering Intern

June 2020 - July 2020

- Developed enhancements to a C++/MFC based regression utility used to test Pension Plan calculation software
- Architected system in Python, C++, and MySQL to automate monthly QA regressions, saving hundreds of hours/year
- Prepared documentation and instructional videos on generics of source code, C++, MFC, and application structure
- Worked with team to adopt more modern Agile principles into existing Scrum model

Huber & Associates, Inc.

Jefferson City, MO

Junior Application Developer

May 2019 - March 2020

- Coordinated with Accounting dept. to design SQL-based financial analyses in SSRS, reducing required labor by 75%
- Conceptualized and developed an intranet website to manage company event planning and signups
 - o Leveraged .NET MVC 5 for backend, jQuery and Bootstrap for frontend, and a remote SQL DB for data storage
- Investigated and proposed the potential applications of the IBM Watson API to upper management with custom Python/Flask prototypes and Node.js endpoints
- Collaborated with a state government office to transfer website content from one CMS to another

PROJECTS

HTTP Server Spring 2019

- Utilized system calls in C to create a simple HTTP server, deployed to an AWS EC2 instance
- Supported styled directory listings, image previews, MIME type predictions, and CGI scripts
- Leveraged a custom Python HTTP client and Bash script to test the latency and throughput of the server

Rubik's Cube Solver Spring 2019

- Developed a solution algorithm in MATLAB and programmed an Arduino to actuate motors within a 3D printed frame
- Selected as one of the five featured projects among all freshmen engineers and invited to present to incoming class

Golf Handicap Manager

Summer 2018

- Designed and implemented a Python based golf handicap management system with a GUI and user login system
- Developed a Python script to asynchronously parse over 14,000 webpages of USGA course and tee data
- Utilized Google's Geocoding API in populating a local SQLite database with relevant information on USGA courses

ACTIVITIES