# JOHN FLANAGAN

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## SUMMARY

Adaptable and proactive University student with a strong passion for software development, particularly within creative domains such as music, entertainment, and graphics. Committed to continual learning and applying of modern technical skills to integrate technology with creativity professionally.

## EDUCATION

**University of California, Los Angeles (UCLA), Los Angeles, CA**                               Jun 2025
*B.S. Computer Science, Minor in Linguistics*
- Relevant Coursework: Algorithms, Data Structures, Computer Architecture, Software Construction, Graphics.

## EXPERIENCE

**YUKKA Lab AG | Remote** | *Software Developer*                               Aug 2023 - Present
- Balanced part-time remote work with academic responsibilities, demonstrating exceptional time management and multi-tasking abilities while pursuing University studies.
- Fostered strong professional relationships within an international team of 30+ individuals hailing from 7 different countries, boosting intercultural communication skills and knowledge of diverse software engineering methods.
- Transitioned among multiple projects of evolving priority at a rapid pace, including a heavyweight Angular project, a customer-facing frontend Svelte project, and implementing a trained LLM based on GPT-3.5.

**JoyFul Innovations LLC** | *Founder, Lead Developer*                               Aug 2023 - Present
- Established LLC to synergize proficiency in programming and other passions, broadening spectrum of contexts available to devise creative and innovative solutions for clients.

## INTERNSHIP EXPERIENCE

**YUKKA Lab AG | Berlin, Germany** | *Software Development Intern*                               Jun 2023 - Aug 2023
- Received offer for full-time position based on outstanding performance during internship.
- Utilized SvelteKit framework to handle vast data structures from company API, processing up to 250k data entries at once.
- Constructed a high-performance web application while adapting to rapidly evolving, competing visions for project both from senior engineers and a marketing team focused on use cases and business models.

## PROJECTS

**Proomptr** | *Lead Software Engineer*                               Mar 2023 - May 2023
- Built a self-driven, lightweight workflow-enhancing tool combining Electron.js with the OpenAI API, including a highly aesthetic UI, dynamic prompting, and multi-platform application deployment.

**Starship: The Last Delivery** | *Lead Developer*                               Jan 2023 - Mar 2023
- Developed a web-based game using JavaScript and WebGL, employing a variety of advanced graphics techniques, such as collision detection, dynamic lighting, rendering of a complex 3D space, and object physics.

**Scootly.io** | *Lead Software Developer*                               Sep 2022 - Dec 2022
- Led a team of six to build a Scooter Rental iOS/Android application using React Native and Firebase, implementing real-time messaging, data posts, account creation and large-scale filtering.

## LEADERSHIP & INVOLVEMENT

**Game Music Ensemble** | *Social Director and Cello Section Leader*                               Jul 2022 - Present
- Directing as a senior-board member coordinating teams, hosting social events, and increase social cohesion in largest student-run orchestra on campus. Led team of 10+ musicians, optimizing performance as a single unit.

**ACM Studio** | *Git Project Manager and Music Team-Lead*                               Jan 2023 - Jun 2023
- Managed repository and developed for a team of 15+ to create a video game from scratch using Unity and C#.

## KEY SKILLS

Languages: English (Native), Spanish (Fluent), German (Intermediate).
Programming Languages: C++, JavaScript, TypeScript, Python, C#, Rust.
Technical Tools: Git, Github, GitLab, npm, React.js, React Native, SvelteKit, Angular, WebGL, Three.js, Electron.js, CSS.