John McCann

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Education

University of Illinois at Urbana-Champaign
B.S., Computer Engineering (Honors)
Graduated Aug 2015

Skills

Languages: Python, Ruby, JavaScript, HTML5, CSS3, C++

Technologies: Ruby on Rails, Django, React, GraphQL, AWS S3, Jenkins, Git

Web Related: MVC, RESTful APIs, Mobile Responsive Frontend Development

Accomplishments

- Passed Triplebyte. Very high technical bar that only 3% of engineers pass.
- Top 10% Global Leetcode Ranking

Projects

Story Photos
Mobile responsive web application sharing photos and short stories from my travels (Python, Django, JavaScript, HTML5, CSS3, Heroku, AWS S3)

Segfault OS
Stable operating system supporting scheduling, virtual memory, a file system, and drivers for keyboard, display, and real-time clock (C, x86 Assembly)

Notify Frontend
Pixel-perfect, cross-browser PSD to HTML conversion of Notify PSD theme from Best PSD Freebies (JavaScript, HTML5, CSS3)

Experience

Grand Rounds San Francisco, CA
Software Engineer Nov 2018 - May 2019
- Enhanced doctor name search functionality (Ruby on Rails, JavaScript, React)
  > Increased doctor search results from 5 to 100 for patients
- Aggregated and simplified feature configuration data spread across two sources into one canonical source (Ruby on Rails)
  > Reduced number of teams required to launch features for new customers by more than 30%
- Increased Amplitude user analytics event coverage by over 10% (Rails, React)

Quality Assurance Engineer Apr 2018 - Nov 2018
- Led software releases, collaborating across applications engineering, product management, and infrastructure and QA teams
- Optimized manual test suite
  > Played significant role in reducing time to release by 80%

VMware Palo Alto, CA
Backend Software Engineer, Intern Jun 2014 - Aug 2014
- Integrated separate, relevant code modules to minimize redundant data copying across distributed set of virtual disks (C, Python)
  > Reduced vSphere Fault Tolerance disk synchronization initialization time from minutes to seconds
- Worked within large code base, distributed systems, networking, and storage technologies

Theoretical and Computational Biophysics Group UIUC
Research Programmer May 2013 - May 2014
- Engineered faster, more scalable implementation of Stride, a program assigning protein secondary structures based on protein X-ray crystallography data (C++)
  > Achieved 300X speedup using optimal data structures

Information and Technology Systems Center Huntsville, AL
Research Programmer Jan 2013 - May 2013
- Built scalable website crawler for extraction of online publications (Python)
  > Saved more than 10 hours per week of recurring manual work

Personal Experiences

House reconstruction and personal projects Nov 2016 - Dec 2017
English teacher in Beijing, China Aug 2015 - Jul 2016
Study abroad in Taipei, Taiwan Jan 2015 - Jul 2015