

# John Glass

[Johnglass0904@gmail.com](mailto:Johnglass0904@gmail.com) | (954) 801-6051 | <https://www.linkedin.com/in/john-g-6860931a6/> | <https://github.com/johnglass2003>

## Education

### University of Florida

*B.S in Computer Science and Minor in Electrical Engineering* GPA: 3.30

**Aug 2021 - May 2025**

*Gainesville, FL*

Relevant Coursework: **Data Structures and Algorithms, Introduction to Software Engineering, Programming Language Concepts, Human-Computer Interaction**

#### University Scholars Program Scholarship Recipient

*Organizations: Upsilon Pi Epsilon, University of Florida Association for Computing Machinery, Society of Software Developers*

*Skills: Python, C++, Java, TypeScript, JavaScript, AngularJS, React, TypeScript, Git, HTML, CSS, R, AWS Services, SQLite, Golang, GORM, Full Stack Development*

## Technical Experience

### U.F. Department of Computer and Information Science and Engineering Research

**Oct 2022 – Present**

*Spatial Audio Localization Research Assistant, Software Engineer*

*Gainesville, FL*

- Developed a Python server that gathers and transmits location data from nearby beacons.
- Designed a Python GUI that receives and displays the location data and can remotely control sound rendering operations on the server using Paramiko.
- Co-authored a Research Paper that is being submitted to a professional journal and published that qualified for a scholarship.

### Mitchell Glass LLC

**May 2021 – Present**

*Data Analyst*

*Fort Lauderdale, FL*

- Processed data entries utilizing Python from insurance provider CRM databases for 17 insurance call centers.
- Validated data and created reports, based on a legacy Excel framework, using Python for 10000+ entries weekly.
- Designed code that optimized processing performance by 15% using Binary Search Tree sorting algorithms.

### Brick Top Holdings

**Jul 2020 – Aug 2020**

*Full Stack Developer*

*Parkland, FL*

- Designed the website for licensing company “Brick Top Holdings” using HTML, CSS, and jQuery.
- Presented 5-10 prototypes to the CEO weekly during the development process.

### Museum of Discovery and Science

**Aug 2019 – Jan 2021**

*Environmental Software Engineering Intern*

*Fort Lauderdale, Florida*

- Created 3D Interactive AR exhibits using C# in Unity to be implemented throughout the museum.
- Maximized accessibility and improved functionality of 20+ museum exhibits.

## Projects

### BeHere

**Jan 2023 - April 2023**

*Full Stack, Collaborative Website - <https://github.com/nicholasamigo/BeHere>*

- Designed an event-planning website utilizing the Angular framework and a Golang backend with two teammates.
- Created an application interface with Golang and TypeScript that enabled backend functionality and developed its frontend integration, incorporating the Google Maps API, Firebase Authentication, and our GORM database.
- Performed weekly Scrum meetings with group members and implemented Cypress End to End testing.

### Video Game Analyzer

**Jun 2021 - Aug 2021**

*C++ Collaborative Project - <https://github.com/johnglass2003/VideoGameAnalyzer>*

- Worked with a team to build a program that efficiently processes data on 1000+ video games.
- Implemented binary search tree data structure and sorting algorithms, merge sort, and quick sort.

### GOOP

**Jan 2019 - Jul 2021**

*Personal Game Development Project - <https://github.com/johnglass2003/GOOPDemo> (Installer)*

- Using an open-source API's assets, developed a rogue-like game implementing Object-Oriented Programming.
- Implemented file-saving, UI with settings manipulation, collision event handling, enemy AI, and inventory systems.

## Involvement

### Association for Computing Machinery, University of Florida

**Feb 2023 – Present**

*Mentor*

*Gainesville, FL*

- Connected with two mentees to offer professional and technical development advice.
- Engaged in professional development workshops to enhance networking and interpersonal skills.