

John Glass

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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, Programming Language Concepts,
Introduction to Discrete Structures, Circuits 1, Engineering Statistics

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

Skills: Python, C++, Java, JavaScript, AngularJS, React, TypeScript, Git, HTML, CSS, R, AWS Services

Technical Experience

Mitchell Glass LLC

Data Analyst

May 2021 – Present

Fort Lauderdale, FL

- Processed data entries utilizing Python from insurance provider CRM databases for 15 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.

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

Spatial Audio Localization Research Assistant, Software Engineer

Oct 2022 – Present

Gainesville, FL

- Developing a GUI in Java that sets up a server socket for receiving location data from a sound rendering program running on a Raspberry PI in order to display the position of people in the room.

Brick Top Holdings

Full Stack Developer

Jul 2020 – Aug 2020

Parkland, FL

- Designed the website for licensing company “Brick Top Holdings” using HTML, CSS, and jQuery.
- Managed and updated the website using C-Panel 4 times a week for 5 months after website completion.
- Designed and presented 5-10 prototypes to the CEO weekly during the development process.

Museum of Discovery and Science

Environmental Software Engineering Intern

Aug 2019 – Jan 2021

Fort Lauderdale, Florida

- Created 3D Interactive AR exhibits using C# in Unity to be implemented throughout the museum.
- Researched environmental issues and presented original modern and technological solutions.
- Improved functionality and maximized accessibility of 20+ museum exhibits.

Projects

GOOP

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

Jan 2019 - Jul 2021

- 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.

Video Game Analyzer

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

Jun 2021 - Aug 2021

- 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.

Personal Website

AngularJS Project - <https://johnglass2003.github.io/>

Jun 2021 - Jul 2021

- Utilized AngularJS as framework to create my website
- Developed front end using HTML, CSS, and TypeScript

Non-Technical Experience

Marjory Stoneman Douglas Coding Club

Game Design Teacher

Aug 2019 – May 2020

Parkland, FL

- Directed a game development and graphic design class to 20+ students using Python, JavaScript, and GML.

Chabad of Parkland

Hebrew Teacher and Mentor

Aug 2016 – May 2020

Parkland, FL

- Instructed over 25+ students in Hebrew Fundamentals with a passing rate of 98%.
- Facilitated daily functions throughout the educational program for 300+ students.