John Glass

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Education

University of Florida - University Scholars Program Scholarship Recipient

Aug 2021 – May 2025

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

Dean's List 2023

Gainesville, FL

Relevant Coursework: Operating Systems, Computer Network Fundamentals,

Data Structures and Algorithms, Introduction to Software Engineering

Skills: Python, C++, C#, Java, TypeScript, JavaScript, ASP.NET, AngularJS, ReactJS, REST API, Node.js, TypeScript, Cypress, Firebase, Git, HTML, CSS, R, AWS Services, SQL, NoSQL, SQLite, Golang, GORM, Docker, MongoDB, MS SQL Server, MySQL Organizations: Upsilon Pi Epsilon, University of Florida Association for Computing Machinery, Society of Software Developers

Technical Experience

UKG (Ultimate Kronos Group) Software Engineering Internship

May 2023 – Aug 2023

Software Engineer Intern

Weston, FL

- Developed with a Scrum team on internal tools and APIs using a microservices architecture, Angular, TypeScript, and MongoDB, investigating over 50 backend user stories, increasing team productivity by 15%.
- Optimized a local testing environment's setup, backup, and restore by 30% by using bash shell scripts and migrating the database to a remote artifactory.
- Performed UI upgrades on UKG-wide Angular library enabling the implementation of customizable user dashboards to improve component responsiveness by upwards of 50%.

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

Oct 2022 – Present

Spatial Audio Localization Research Assistant, Software Engineer

Gainesville, FL

- Constructed a Python API for sending, receiving, and preforming calculations on Marvelmind location data and implemented it on a Python server to enable 3D sound rendering technology.
- Designed a GUI that displays the location data and is configured to remotely control sound rendering operations using Paramiko to connect and communicate with the server increasing accessibility and efficiency by 35%.
- Co-authored a Research Paper that is being published to a professional journal and qualified for a scholarship.

Mitchell Glass LLC

May 2021 - May 2023

Software Engineer

Fort Lauderdale, FL

- Developed a Python application to process commission data entries from insurance provider CRM databases for 17 insurance call centers, improving sale validation speed by 70%.
- Optimized data validation and report creation processes for 10,000+ entries weekly, based on legacy Excel framework, to improve performance by 25%.

Projects

BeHere

Jan 2023 – May 2023

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

- Designed an event-planning website utilizing the AngularJS framework and a Golang backend with two teammates.
- Created an API with Golang and TypeScript that enabled backend functionality and developed its frontend integration, incorporating the Google Maps API, Firebase Authentication, and our GORM database.

BracketApp Jan 2023 – May 2023

Front End Websites - https://github.com/shawnbanks1/CEN4721-Bracket-Project

- Designed two variations of a Tournament Bracket Creation Tool Web Application in AngularJS.
- Created two TypeScript APIs for creating and managing single and double elimination tournament brackets with alternative structures, as well as two alternative visual designs.

PLC Project – Personally Designed Programming Language

Aug 2022 – September 2022

Programming Language

Developed a Programming Language in Java using Gradle consisting of a Token and Scope class, and the Lexer, Parser, Interpreter, Generator, and Analyzer.

Involvement

Association for Computing Machinery, University of Florida Mentor

Feb 2023 – Present

Gainesville, FL

- Connected with two mentees and developed their professional and technical abilities.
- Engaged in professional development workshops to enhance networking and interpersonal skills.