

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

Skills: Python, C++, C#, Java, TypeScript, JavaScript, ASP.NET, AngularJS, ReactJS, REST API, Node.js, 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*

- 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.
- Aided in the development of customizable user dashboards by expanding the functionality of 3 ASP .NET Web APIs utilizing C# and JavaScript allowing several features of the website to be changed.

U.F. Department of Computer and Information Science and Engineering Research **Oct 2022 – Present**

Spatial Audio Localization Research Assistant, Software Engineer *Gainesville, FL*

- The 3D Spatial Audio Localization Research Team could not properly utilize Marvelmind location data with their audio processing systems. Constructed a Python API for sending, receiving, and performing calculations on the data and implemented it on a Python server I deployed to enable their 3D sound rendering technology.
- The team was struggling to visualize the location data and had no remote control over the internal operations of the system. Designed a GUI that displays the data and is configured to remotely control sound rendering operations using Paramiko to connect and communicate with the server.
- 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.
- Optimized data validation and report creation processes for 10000+ 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 **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.