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JOHN LAZZARINI

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EDUCATION

San Francisco State University **San Francisco, CA** **Expected Spring 2018**

- BS in Computer Science, 3.93 GPA.
- Coursework: Methodologies (C++), Probability and Statistics (R), Algorithm Analysis (C++)

Foothill College **Los Altos, CA** **Spring 2016**

- AS in Computer Science, 3.2 GPA.
- Coursework: Algorithms and Data Structures (C++), Software/OOP Foundations (Java, C++), Computer Architecture, Discrete Math, Linear Algebra.

EXPERIENCE

NASA Ames Research Center **Mountain View, CA** **April 2016 – July 2016**

Student Software Developer/Designer

- Designed and implemented a GUI in Java, using Swing.
- Led a team of students that developed iterative mockups and prototypes in an Agile environment.
- Reached certain milestones before the halfway points of their deadlines.
- Leveraged newly created free time to add features or make improvements.

PROJECTS

Google Play Store App – Counting Sheep (2017) **https://github.com/johnlazzarini/counting-sheep**

- Users of all ages solve as many math problems as they can before time runs out (Java, XML).
- Includes eight unique math activities with original graphics and sound design.

Portfolio Webpage (2016). **https://johnlazzarini.github.io/portfolio-webpage/**

- Features a responsive and modern design, viewable across a variety of browsers and devices (HTML, CSS, Bootstrap, JavaScript, and more)
- Implements features such as modals, a functioning contact section, and fluid bookmark transitions.

iTunes Playlist Creator (2016). **https://github.com/johnlazzarini/itunes-playlist-creator**

- Outputs a list of music tracks with a length equal to an integer input (C++).
- Loosely coupled design can be easily repurposed for other optimization uses.

GUI Cards (2015). **https://github.com/johnlazzarini/gui-cards**

- Displays a simulated card game, using hands dealt from a fully functioning deck (Java).
- Seamlessly integrates with card game applications by involving all four basic OOP principles.

SKILLS, LANGUAGES, AND TECHNOLOGIES

- **Computer Programming Languages (by familiarity):** Java, C++, JavaScript
- **Web Technologies:** HTML/CSS, JavaScript, Bootstrap, Sass, PHP, SQL
- **Android Technologies:** Android SDK, Android Studio, Java, XML
- **General Development Tools:** Travis CI, Git, GitHub, Eclipse, Visual Studio, CLion, NetBeans
- Comfortable with basic Linux terminal commands and navigation.
- Can quickly learn and apply new languages and concepts.