

# JOHN MERRIMAN SHOLAR

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## EDUCATION

**Stanford University**, Stanford, California Sep 2014 - Present  
Bachelor of Science in Computer Science, Concentration in Artificial Intelligence  
GPA: 4.012  
**Kwajalein High School**, Kwajalein, Republic of the Marshall Islands Aug 2010 - May 2014  
Valedictorian (GPA: 4.000)

## COURSEWORK

### Completed:

Algorithms and Data Structures, Computer Organization and Systems, Android Programming  
Mathematical Foundations of Computing, Teaching Computer Science

### In Progress:

Probability for Computer Scientists, Functional Systems in Haskell, Machine Learning

## WORK & LEADERSHIP EXPERIENCE

**CS 106 Section Leader** at Stanford University, Stanford, California Sep 2015 - Present  
• Taught weekly sections for groups of students enrolled in introductory computer science courses  
• Kept office hours to help students; graded assignments and exams; served as teacher and mentor.  
**Software Engineering Intern** at Quantcast Corporation, San Francisco, California Jun - Sep 2015  
• Designed and implemented an API to expose information on company datacenters.  
• Created web frontend (React.JS) for internal software which used API to display status of datacenter machines in real time.  
**Eagle Scout Project Leader** at Kwajalein High School, Kwajalein, Marshall Islands Sep 2012 - Apr 2013  
• Planned and directed the construction of a second flagpole in high school courtyard, so the school could fly the flag of the Republic of the Marshall Islands in addition to the American flag.

## INDEPENDENT PROJECTS

### Court SMS (Code the Change Project)

- Implemented a web interface for Bay Area courts to text citizens court dates, to avoid unintentional absence.
- Utilized Javascript, Python (Flask Server), Twilio (SMS Management), and Heroku (Hosting).

### BASIC Interpreter

- Implemented an interpreter in C++ for a subset of the BASIC language.
- Capabilities: recursive subroutines, loops, logical operators, and other fundamental programming constructs.

### Markov Modeling

- Implemented a C++ program to build a Markov model of a provided large text sample.
- Final program capable of generating passages of coherent Shakespeare with Hamlet as input.

## TECHNICAL SKILLS

**General Purpose:** Java, C++, C, Python, Haskell

**Web Development:** Javascript, React.JS, HTML5, CSS3, Bootstrap, Heroku, RESTful API Design

**Other:** UNIX, Git, PostgreSQL

## HONORS

- Eagle Scout, Boy Scouts of America
- Presidential Scholar, Department of Education Presidential Scholars Program
- National Merit Scholar, National Merit Scholarship Program
- Student Leadership Exchange Scholar, National Committee on United-States China Relations

## HOBBIES

Programming (Personal Projects, ProjectEuler), Swimming, Biking, Running, Guitar, Piano, Singing