John A. Myrda

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Education

University of Illinois Urbana-Champaign *December 2012*
Bachelor of Science in Engineering Physics
Minor in Computer Science

Experience

UIUC Engineering IT, *Linux Working Group* *Urbana, IL*
- Provide user support for Linux issues in the College of Engineering. *Feb 2014 - August 2014*
- Identify legacy Linux systems and migrate them to a Linux distribution maintained by Engineering IT.
- Maintain and create internal and end user documentation for Engineering IT Linux distributions.
- Respond swiftly to issues in instructional labs that used Linux computers.

UIUC Engineering IT, *Assistant IT Specialist* *Urbana, IL*
- Managed schedules and training of 10-12 employees of the Help Desk student staff. *Jan 2013 - Feb 2014*
- Acted as a point of escalation when Help Desk student staff could not resolve customer issues.
- Maintained and created internal and end user documentation relating to common technical tasks.
- Created web based tools with PHP, MySQL, and JavaScript to simplify daily tasks.

Coordinated Science Laboratory, *Front Line IT Support* *Urbana, IL*
- Repaired and replaced damaged computer hardware for end users. *Oct 2010 - Dec 2012*
- Installed Cat6 wiring for servers and aided in transition from Centrex phones to VOIP communications.

Skills

Languages: C, C++, Python, Java, PHP, JavaScript, LaTeX
Operating Systems: Windows, Mac OS X, Linux
Other: Basic electronics and circuitry, Arduino/TI Launchpad, Raspberry Pi

Activities

Physics Van, UIUC Sponsored Outreach Program *Fall 2010 - 2012*
- Performed educational and scientific assemblies for elementary and middle school students.

Engineering Open House, Exhibition of Student Engineering Projects *Spring Semester 2010 & 2012*

Projects

outPlan
- A social application for finding out when friends are available to hang out.
- Uses Parse.com as a back-end and the Facebook API to access social data.
- Web based and written in JavaScript, using Backbone.js and RequireJS.
- Still in progress. The current application can be found at *www.outplan.me*.

Speed Settlers Timer
- Transformed an Easy Button in to a countdown timer to be used with board games.
- Controlled an LCD display, read button presses, and played sound via interrupt driven C code.
- Designed and soldered the wiring and circuitry connecting the microcontroller to all other components.

Raspberry Pi Game Boy
- Replaced internals of Game Boy with Raspberry Pi (RPi) and circuitry to create miniature game console.
- Implemented circuitry and Python script for the RPi to make Game Boy power switch and red LED work.
- Configured RPi to work comfortably with USB game controllers in order to play classic games.