John "JP" Mancini

Washington, D.C. – johnmancinip@gmail.com – (203) 945-7411

EDUCATION

GEORGETOWN UNIVERSITY *Washington, D.C.*
Bachelor of Science in Computer Science, Minor in Cognitive Science *Expected May 2022*
- G.P.A. **3.7**
- First Honors Spring 2020, Fall 2020
- Relevant coursework: Linear Algebra, Algorithms, Operating Systems, Gems of Theoretical CS, Machine Learning, Data Mining, GPU Computing

CARNEGIE MELLON UNIVERSITY
Summer 2017
Advanced Placement Summer Program
- Relevant coursework: Principles of Computing, Physics I for Engineering Students

TECHNICAL EXPERIENCE

INTELSAT *Washington, D.C.*
Innovation Architecture Intern May 2021-August 2021
- Edited a high-level system architecture diagram using Microsoft Visio to reflect changes in the plans for Intelsat's future satellite network system. Met with sub-system experts to validate changes to the diagram.
- Oversaw the use case development for eight service teams in the new system. Organized and piloted meetings for each service team at the same time, to ensure parallel development among the teams.
- Applied Agile project management principles to the multiple teams that I worked with. Aided in the creation of over 200 requirement tickets on Jira and organized these tickets in order to clearly display their progress on a Confluence site.

ATLAS INNOVATIONS *Washington, D.C.*
Software Developer July 2020-May 2021
- Constructed a business-to-consumer social review platform, focused in the D.C. area, with a 5.0/5.0 rating from 61 reviews on the App Store. Created relationships with small businesses in the area, supporting them by integrating their businesses into the Atlas system.
- Full Stack developed an iOS application utilizing Swift for front-end development and Google Firebase for back-end development. Created, implemented, and combined components from several libraries while developing the application.
- Lead 5-member software development team by applying Agile project management principles and utilizing Asana.

IBM *Remote*
Tech Consultant Mentee, Early ID Mentorship Program June 2020-October 2020
- Selected for a professional development program geared towards educating rising students in the field of federal consulting, diversity and inclusion, networking, AI and machine learning, and design thinking.
- Worked 1:1 with a mentor, developing analytical skills, conceptual and creative thinking, and technical knowledge. Learned about the technology consulting industry and how to use technology to support business and organization goals.
- Contributed to a group case study utilizing the acquired skills from the program to address how IBM could use machine learning and data analytics to help the Department of Education determine the legitimacy and successfulness of higher education certification entities.

MARBGROUP LLC *Remote*
App Development Intern June 2020-September 2020
- Developed the prototype app for an e-commerce company whose business is devoted to creating digital solutions for third parties engaged in both online retail and online provisional professional services.
- Composed user stories from both the end-user and retail-user perspectives. These stories helped the software team to organize their understanding of the system and its context.
- Worked on front-end development, utilizing React Native with JavaScript to create a functional iOS application prototype that connected car-owner users with mechanics found nearby to create repair appointments for their vehicles.

LEADERSHIP ACTIVITIES

GEORGETOWN MEN'S RUGBY FOOTBALL CLUB *Washington, D.C.*
Social Chair/Safety Captain/Student-Athlete August 2018-Present
- Recruit new players and organize social events to increase the team bond and morale.
- Record and report all injuries to the team doctor, and perform sideline assessments on injured players.

GEORGETOWN UNIVERSITY DEPARTMENT OF COMPUTER SCIENCE *Washington, D.C.*
Teaching Assistant – Introduction to Algorithms August 2021-Present
- Held office hours for students in the course for four hours each week. Explained concepts clearly and aided students in understanding problem sets.
- Evaluated assignments from students and graded them appropriately based on the quality and correctness of their work.

EMAGINATION TECH CAMPS *Fairfield, CT*
Senior Program Assistant Summer 2015-16
- Taught several classes including Web Design, Mobile Game Design, Action Game Design, and Photoshop, to over 100+ high school students as part of the Emagination leadership program.
- Led a group of 12 students in classes and exercises that taught technical and collaborative skills.
- Onboarded, trained, and mentored five incoming program assistants.

TECHNICAL & LANGUAGE SKILLS

- **Programming Languages:** C++, C, Java, Python, and C#
- **Development:** HTML, CSS, JavaScript, React JS, Swift, Firebase, Confluence, and Jira
- **Operating Systems:** Windows, Linux, UNIX, macOS, and iOS
- **Version Control:** Git
- **Software Proficiencies:** Google Workspace, Photoshop, Microsoft Office Word, Excel, PowerPoint, and Visio
- **Languages:** English (native), German (intermediate)

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