

John “JP” Mancini

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EDUCATION

- **Georgetown University, Washington, D.C.**
 - *Bachelor of Science in Computer Science, Minor in Psychology, Expected May 2022*
 - G.P.A. 3.62
 - Major G.P.A. 3.72
 - Honors:
 - First Honors Spring 2020, Fall 2020
- **Carnegie Mellon University, Pittsburgh, PA**
 - *Advanced Placement Summer Program, Summer 2017*
 - Courses Taken: Principles of Computing & Physics I for Engineering Students
- **Fairfield College Preparatory School, Fairfield, CT**
 - *High School Diploma, Magna Cum Laude, May 2018*
 - G.P.A. 3.89
 - ACT: 36 (Top 0.2%)
 - Honors:
 - National Honor Society
 - Honor Roll (all four years)
 - Nominee for U.S. Presidential Scholar

PROFESSIONAL EXPERIENCE

- **Head Software Developer, Atlas Innovations – Washington, D.C., July 2020-Present**
 - Developed a business-to-consumer social review platform with a 5.0/5.0 rating from 61 reviews on the App Store. Full Stack developed an iOS application utilizing Swift for front-end development and Google Firebase for back-end development.
 - Lead software development team by applying Agile principles.
- **Early ID Mentorship Program Mentee, IBM – Washington, D.C., Remote, June 2020-October 2020**
 - 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.
 - Participated in a group case study utilizing the acquired skills from the program to address and resolve a real-world federal consulting problem.
- **App Development Intern, MarbGroup – Remote, June 2020-September 2020**
 - Developed the prototype app for startup company whose business is devoted to creating ecommerce applications for third parties, engaged in both online retail and online provisional professional services.
 - Worked on front-end development, utilizing React Native to create a functional iOS application prototype that connected car-owner users with mechanics found nearby to create repair appointments for their vehicles.

VOLUNTEERING

- **Afterschool Program Volunteer, Family & Children’s Agency of Norwalk – Norwalk, CT, September 2014-May 2018**
 - Tutored middle school children for a local non-profit organization. Assisted students with schoolwork and general mathematics skills necessary to academically excel. Invited to participate in a one-on-one mentoring program with student where I was a model for his academic and personal development.
- **Senior Program Assistant, Emagination Tech Camps – Fairfield, CT, Summer 2015-16**
 - Assistant instructor for Emagination students. Enrolled in leadership courses both summers that focused on the dynamics of group collaboration and team leadership. Taught several classes including: Web Design, Mobile Game Design, Action Game Design, and Photoshop.
 - In addition to teaching the foregoing classes, my responsibilities included leading a group of a dozen students and mentoring for incoming program assistants.

EXTRA-CURRICULARS

- **Georgetown University**
 - Georgetown Men’s Rugby Football Club – Social Chair/Safety Captain/Student-Athlete

SKILLS

- Programming Languages: C++, C, Java, Python, and C#
- Development: HTML, HTML5, CSS3, JavaScript, React JS, Swift, and Firebase
- Operating Systems: Windows, UNIX, macOS, and iOS
- Version Control: Git
- Software Proficiencies: Google Workspace, Microsoft Office, and Photoshop
- First Aid/CPR Certified