

JJ

Jack Johnson

Personal Projects

- **PNG Image Compression Tool** Developed a custom image compression utility that optimizes PNG files by leveraging pixel rounding techniques to enhance native compression algorithms. Achieved up to **83.9% reduction in file size** with minimal perceptual loss in image quality.
- **CougsConnect – AI-Powered Campus Social Platform** Collaborated in a **team of three** to develop a social media web app tailored for college freshmen to share academic and extracurricular events. Integrated **AI-driven relevance filtering** to surface personalized content based on user interests and engagement patterns. Built a **fully working model in an 18-hour** hackathon event.

Experience

Brigham Young University - Computer Science Teacher's Assistant

Provo, UT

09/2025 - Current

- Improved student comprehension by implementing innovative teaching methods and incorporating visual aids in **lessons of over 30 students**.
- Worked with students needing additional help with classroom topics and concepts.
- Provided timely feedback to students on their performance, allowing them to make adjustments as needed for continued improvement.

Papa Murphy's - Supervisor

Lake Stevens, WA

06/2022 - 08/2023

- **Improved customer satisfaction** with prompt and courteous resolution of inquiries and complaints.
- Supervised, trained and mentored a team of up to **6 crew members**, fostering a collaborative work environment.
- Managed cash, administrative duties, and general store operations.

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🔗 <https://jrj221.github.io/portfolio>

Education

Expected in 05/2027

Brigham Young University

Provo, UT

Computer Science

- Awarded BYU Academic Scholarship.
- 3.97 GPA.
- Member BYU Developers Club.

Skills

- C++, C, Java, Python.
- Frontend Web Development (HTML, CSS, JavaScript).

Notable Coursework

- **CS 260: Web Programming** - Designed a **full-stack website** with Node.js, MongoDB, and React.
- **CS 240: Advanced Software Construction** - Recreated the game of Chess in Java with **basic multiplayer** over the internet.
- **CS 236: Discrete Structures** - Created a C++ program to **tokenize and analyze** Prolog Facts, Schemes, Rules, and Queries.