

John Torsten De Mey

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1 WORK EXPERIENCE

KickUp (2022-2024) Full-stack engineer at an education-technology startup supporting 500,000 educators around the country

- Worked with designers and product owners to ship several novel features for a large-scale event management application
- Converted our frontend React codebase from JavaScript to TypeScript
- Regularly performed zero-downtime deployments to production via AWS using Terraform

KBR (2018-2022) Full-stack software engineer and release manager supporting a government contract (DevOps)

- Coordinated a team-wide migration from TFS 2015 to Azure DevOps and Git for all devops-related processes
- Worked under a government contract with Secret-level clearance to provide high-impact software

CadiumCD (2017) Internship developing internal data visualizations while learning fundamentals

- Used Google Charts API to create dozens of real-time visualizations for internal company data displayed over projectors in the building

Before college

- Multi-disciplinary laborer at a lumber yard, **Kefauver Lumber Co.** (2015-2016)
- Dishwasher at **Fallston Seafood** (2013-2014)
- Instrument rental associate at **Music & Arts** (2011)

2 SKILLS AND PROFICIENCIES

Particular libraries and areas of proficiency listed in parentheses

JavaScript

React, Svelte, Node.js, TypeScript, WebSockets, Express, Google Charts, Webpack, Vite

Python

Django, Celery

C#

ASP.NET Web Forms, ASP.NET MVC, ASP.NET Core, EntityFramework, Dapper ORM

SQL

Microsoft SQL Server, OracleDB, PostgreSQL, SQLite

AWS

ECS, RDS, CloudWatch

Azure DevOps

HTML5/CSS

Lua

Git

3 ACADEMIC

Received **Bachelor of Arts in Computer Science** from **St. Mary's College of Maryland** in May 2018, notable classes taken:

Machine Learning | Design/Analysis of Algorithms | Computer Architecture
Software Engineering | Data Science for Social Good | Game Development | Cybersecurity

Graduated from **North Harford High School** in 2014 with a **3.4 GPA**, previously attending a slew of Catholic, Lutheran, Quaker, and public schools

4 ACCOMPLISHMENTS

- Developed *TuneWeaver*: a Long Short Term Memory-based **neural network** learning model that learn how to produce musical accompaniments to melodies
- Developed *Ncryptor*: a standalone executable GUI for invoking GNU Privacy Guard (gpg) for text encryption and decryption
- Developed ClassLock: a classroom allocation software with a team of peers during my Software Development course in college
- Developed Imposter: a mobile party game about improvisation powered by Node.js and WebSockets
- Developed Viral: a 2D boss-fighting platformer where you play as a virus that fights different vital organs
- Instructed in martial arts (Hup Kwon Do) for 11 years – received black belt November 2008
- Keyboardist for Calvert Hall Competitive Marching Band 2011 – placed 2nd at State Level and 5th at National Level

5 ADDITIONAL SKILLS

- Graphic/Audio Design: Adobe Premiere Pro, DaVinci Resolve, Reaper, Audacity, GIMP
- Part-time piano teacher at Stone House Jam Academy