John Salisbury

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EDUCATION

University of Cincinnati, Cincinnati, Ohio **May 2021**
Bachelor of Science, Computer Engineering | Minor, Computer Science GPA: 3.77

TECHNICAL SKILLS

Languages: JavaScript, C++, Java EE, HTML, CSS, Lua, PHP, VBA, SQL
Tools & Platforms: Visual Studio, IntelliJ, Node.js, Git, Microsoft Office

EXPERIENCE

American Express, Intern, Cloud Engineering Application Development, New York **Summer 2020**
- Designed and developed API microservice using Java EE to manage Jira tickets as a full member of a scrum team
- Modeled service to be abstract and configurable, allowing for easy transition between platforms such as Jira
- Integrated service with MongoDB and Kafka to store ticket metadata and send messages on status change
- Implemented ticket polling to automatically update database records with locking support for scalability

Siemens PLM Software, Intern, Simulations and Test Systems, Ohio **Fall 2019**
- Contributed to the development of Siemens' first cloud-based simulation solution as a member of a scrum team
- Collaborated to design and architect components used in the application's core user interface
- Developed front-end application code with JavaScript and AngularJS utilizing Node.js
- Received Professional Scrum Master I certification

BMW Manufacturing Co., Intern, VPS Assembly, South Carolina **Fall 2017, Summer 2018, Spring 2019**
- Improved vehicle quality through training of associates on a new Work Organization structure
- Refined and integrated a new Work Order Request system through Microsoft SharePoint
- Automated utilities through Microsoft Excel and VBA, reducing report overhead from six hours to one hour
- Created a responsive HTML5 mobile application with an interactive map search and barcode scanning, allowing users to intuitively see responsible personnel for areas in assembly

PROJECTS

Murphys **May 2020 – Present**
- Contributed on a scrum team of three to develop a multiplayer video game using Unreal Engine 4 and C++
- Implemented persistence system communicating with remote Node.js API to securely save data across sessions
- Developed core features including a chat system with text formatting and multiplayer session management

HouseHub **May 2019 – August 2019**
- Collaborated on a team of four to create a multi-platform application allowing users to view and post subleases near the University of Cincinnati
- Developed a WebApp and REST API using PHP, HTML & CSS, jQuery, and Bootstrap, contributing 5,000+ lines of code
- Assisted in the creation of an Android application using Kotlin, contributing 1,000 lines of code
- Facilitated development from conception through delivery using standard Software Engineering practices such as requirements gathering and security analysis

LEADERSHIP AND ACTIVITIES

Mortar Board, Chapter President (May 2020 – Present)

ACM@UC (January 2018 – Present)
- Secretary (May 2019 – May 2020)
  - Organized bi-weekly meetings with a focus on professional development and networking

RevolutionUC, Hackathon Organization Team (January 2018 – Present)
- Logistics Lead (2019, 2020)
  - Facilitated team meetings to plan all aspects for the day of the event
  - Organized and successfully executed Cincinnati's largest student-run hackathon with over 380 participants