

# John Salisbury



Contact for #



salisbjh@mail.uc.edu



jtsalisbury.me



github.com/jtsalisbury

## EDUCATION

**University of Cincinnati**, Cincinnati, Ohio

**May 2021**

Bachelor of Science, Computer Engineering | Minor, Computer Science

GPA: 3.77

## TECHNICAL SKILLS

JavaScript	C++	Lua	Git
HTML & CSS	MATLAB	Linux	Microsoft Office
PHP	VBA	SQL	Java

## 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 ticket 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 Intern**, 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., VPS Assembly Intern**, 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, per shift
- 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 dynamic 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 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)

**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