

# John Salisbury



Contact for #



salisbjh@mail.uc.edu



jtsalisbury.me



github.com/jtsalisbury

## Education

**University of Cincinnati**, Cincinnati, Ohio  
Bachelor of Science, Computer Engineering

**May 2021**  
GPA 3.73

## Technical Skills

PHP	C++	Lua
HTML & CSS	MATLAB	Linux
JavaScript	VBA	Microsoft Office
SQL (Basic)	Java (Entry-level)	Git

## Experience

**Siemens PLM Software, Intern**, Ohio

**August 2019 – Present**

Full-time, Simulations and Test Systems, R&D

- Contribute to the development of Siemens' first limited preview cloud-based simulation solution as a full member of an Agile scrum team
- Develop front-end application code with JavaScript and Angular utilizing Node.js

**BMW Manufacturing Co., Intern**, South Carolina

**Fall 2017, Summer 2018, Spring 2019**

Full-time, VPS Assembly

- Assisted full-time VPS Integrators in training of associates on a new Work Organization structure, indirectly increasing vehicle quality
- Refined and integrated a new Work Order Request system through Microsoft SharePoint
- Developed intuitive and efficient automated utilities through Microsoft Excel and VBA
- Designed analytics tools to comprehensively view trends in data
- Performed weekly audits of assembly to ensure compliance with 6S standards
- Created an HTML5 mobile application including map search and barcode scanning

## Projects

**HouseHub**

**May 2019 – August 2019**

- Collaborated with a team of four others 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 more than 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

**AdminMe**

**February 2018 – September 2018**

- Designed an administration system for the popular video game Garry's Mod featuring both in-game and web interfaces, along with database saving through SQL
- Programmed in-game portion through Lua allowing for advanced administration techniques
- Utilized HTML & CSS, JavaScript, and PHP to develop a web platform featuring customization with planned implementation of direct server communication through sockets

## Leadership and Activities

**Memberships**

ACM@UC (January 2018 – Present)

- Secretary (May of 2018 – Present)

RevolutionUC, Hackathon Organization Team (January 2018 - Present)

- Logistics Lead (2018, 2019)
  - Facilitated team meetings to plan all aspects for day of event execution
  - Organized and successfully executed Cincinnati's largest student-run hackathon with over 380 participants last year

ACM-W (August 2018 – Present)

UC Alliance (August 2016 – Present)

## Availability

Available for co-op Summer 2020