John Schelling

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Education

University of Wisconsin - Madison

Major: Computer Science B.A.

Relevant Coursework: Machine Organization & Programming, Operating Systems, Software Engineering, Image Processing, Artificial Intelligence, Theory of Algorithms

Skills

Languages by highest familiarity first: Java, C, JavaScript, Python 3

Tools: PostgreSQL, Android Studio, Git & GitHub, Heroku, Amazon S3, Bash, Visual Studio Code, Ableton Live

Projects

Dropbox-Clone (source code: https://github.com/jtschelling/dropbox-clone

Solo Project

Summer 2018

Graduation: May 2018

Cloud storage for personal use

- Bootstrap/vanilla JS front-end, Express on Node.js back-end with login data and remote file indices on PostgreSQL
- Stores and retrieves static files in Amazon S3 buckets
- Project is deployed on a Heroku development pipeline with Heroku Postgres

live: https://filestorage.schelling.io)

Skills: Cloud platform management, Database management, Integration testing with Travis CI, Simple security

Calf Tracker (source code: https://github.com/jtschelling/calf-tracker)

UW Madison

Android Developer

Sept. 2017 - Dec. 2017

- Calf Tracker helps farmers schedule vaccinations and monitor health of a calf herd
- Developed with a team of seven UW Madison students in course CS:506 Software Engineering
- Development followed the Waterfall design pattern
- Skills: Android Studio, Java, Firebase RTD, Team management

Prior Work Experience

UW Union Production Department

Madison, WI

Sound Engineer, Lighting Designer

January 2016 – Present

- Responsible for live sound events and other sound and lighting systems needs in UW Union concert venues and shift leader
 in charge of managing and delegating work to 2-3 employees for events where attendance is 300+
- Responsible for learning and teaching new employees many different software programs and hardware for sound and lighting production. Additional skills are learned from nationally touring sound technicians accompanying performing artists
- Position requires interdepartmental communication through coordination with building managers, event booking employees, and external communication with artist management to prepare for night of event