John Zlotek

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Education

Drexel University

Bachelor and Master of Science in Computer Science

Minor in Mathematics

Philadelphia, PA

Anticipated Graduation: June 2021

GPA: 3.81

Technical Skills

Languages Python, Bash, JavaScript, HTML, CSS (Sass/Scss), Java, C, C++, Markdown, LATEX

Operating Systems | Windows, Linux (Arch and Ubuntu), macOS Tools | Git, Jira, npm, Maven, MongoDB, Contentful

Frameworks Numpy, Flask, SciPy, express, Vue.js, OpenCV, Keras

Software Visual Studio Code, JetBrains Suite, Microsoft Office, Docker

Concepts Computer Vision, Machine Learning

Experience

URBN Philadelphia, PA Software Engineer September 2018 to March 2019

• Developed user facing store interface and React Redux components for URBN branded websites

• Updated browsing component UX on all user facing websites based on designers' and users' requests

• Developed browsing components on new PWA brand sites built with Vue.js, Vuex, and express in order to increase overall site responsiveness and decrease load times on mobile

• Optimized PWA searching network calls by using caching and monitoring user input to halt new network calls

Penn Mutual Life Insurance

Horsham, PA

Software Developer

September 2017 to March 2018

• Developed and maintained RESTful API to integrate databases with other in-house services and endpoints

• Managed customers' data on MongoDB instances

• Created machine learning and computer vision application to parse information from hand written documents

Drexel University

Philadelphia, PA

Teaching Assistant

March 2018 to Present

- Serve as teaching assistant for: Computer Programming II, Advanced Programming Techniques, and Systems Programming
- Responsible for grading assignments and providing one-on-one tutoring

Buckingham Pediatrics

Buckingham, PA

Technology Consultant

February 2016 to Present

- Update and manage various forms of technology in the office by installing new drivers and software
- Update and maintain company website with accurate information and documents

Projects

Checkers

CS 451: Software Engineering

June 2019 to September 2019

Server Side Lead and DevOps

- Collaborated with a team using Agile philosophy to design and develop a socketed checkers application over the course of a term
- Utilized tools like Gradle, git, and Codecov to make sure code was well developed and up to our testing and code standards
- Conducted peer reviews on git pull requests to find errors in team members' code
- Developed server game instance logic and client to server data transmission protocol to send move information

Honors and Awards