

# John Paul O'Neill

STUDENT

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## Summary

Fourth Year Computer Science student at the University of Michigan. 2.5 years of programming coursework with a record of success and a desire to learn more. Long history of proven servant leadership skills, with a passion for open source software and improving the accessibility of technology and computer science education to underrepresented communities.

## Projects

### RustMe

RUST

May 2021 - Aug. 2021

- Created a cross-platform terminal user interface to act as an alternative to the GroupMe web client.

### Algovisualizer

JAVASCRIPT, HTML CANVAS

May 2020 - Aug. 2020

- Created a website that visualizes different pathfinding and maze generation algorithms on a two-dimensional grid in order for individuals to have a visual aide to assist in learning these algorithms.

## Technical Skills

**Languages** C++, C, Rust, Python, Node.js,

**Back-end** Flask, SQLite, REST API

**Front-end** React, HTML5, css,

**Operating Systems** Linux, Windows, Mac

**Version Control** Git

## Education

### University of Michigan

Ann Arbor, MI

B.S. COMPUTER SCIENCE - GPA: 3.67

Anticipated Graduation: May 2022

Relevant Coursework:

- EECS 281: Data Structures and Algorithms
- EECS 370: Computer Organization
- EECS 376: Foundations of Computer Science
- EECS 485: Websystems
- EECS 493: User Interface Development (Currently Enrolled)
- EECS 494: Introduction to Game Development (Currently Enrolled)

## Work Experience

### University of Michigan

Ann Arbor, MI

INSTRUCTOR'S AIDE

August 2021 - Present

- Developed an advanced project specification to introduce students to basic interactions with public API's with various languages.
- Hosted weekly office hours to assist students with in-class work and to grade project progress while creating an inclusive environment to allow students to succeed.

### University of Michigan

Ann Arbor, MI

RESSTAFF COORDINATOR

August 2021 - Present

- Served as a role model and mentor for all South Quadrangle Resstaff members with respect to community development, programming, and promoting diversity, equity, and inclusion.
- Facilitated dialogue between Resstaff members, Hall Directors, and Community Center Managers revolving around specific needs of the building community.
- Assisted Hall Directors in facilitating scheduling for overnight duty shifts, and served as an advisor to the building's hall council.

## Human-Computer Interaction Institute at Carnegie Mellon University

Pittsburgh, PA

### DECIMAL LEARNING GAME PROGRAMMER

June 2021 - August 2021

- Wrote and revised code with a team of interns to modify an existing decimal number learning game, Decimal Point, in order to prepare it for new classroom studies.
- Utilized JavaScript to implement animations and "mindfulness interventions" to assist students who make repeated mistakes while playing the game.

## 1Cademy

Ann Arbor, MI

### OBJECT-ORIENTED PROGRAMMING COMMUNITY CO-LEADER

January 2021 - Present

- Lead a team of interns in aggregating knowledge about Object-Oriented Programming concepts and languages on the large-scale platform 1Cademy, with a focus on organizing information in nodes through prerequisite linking.
- Coordinated interns in assessing the specific needs of other communities on the 1Cademy platform, and in implementing programming solutions to alleviate said needs in smaller project teams.

## University of Michigan

Ann Arbor, MI

### RESIDENTIAL ADVISOR

August 2020 - Present

- Built community in the South Quadrangle Residence hall by participating in and encouraging casual social interaction, planning and implementing social programming, and demonstrating consistent availability and accessibility to residents.
- Supported the needs of residents through intentional interactions and virtual activities, connecting residents to campus resources, and responding to crisis situations.