

John Pascoe

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EDUCATION

CARNEGIE MELLON UNIVERSITY

BS IN COMPUTER SCIENCE

Expected Dec 2018 | Pittsburgh, PA
Cum. GPA: 3.02

TEXAS ACADEMY OF MATHEMATICS AND SCIENCE

HS DIPLOMA; 3.9/4.0 GPA

2013-2015 | Denton, TX

College honors courses at the University of North Texas in place of 11th and 12th grade. 88 hours completed

LINKS

Github:// [pascoej](#)
LinkedIn:// [pascoej](#)

COURSEWORK

IN PROGRESS

Introduction to Computer Systems
Functional Programming
Probability and Random Processes
Organizational Behavior
Introduction to Accounting

COMPLETED

Great Theoretical Ideas in CS
Principles of Imperative Computing
Humanoids
Discrete Mathematics
Abstract Algebra I (TAMS)
Real Analysis I (TAMS)

SKILLS

PROGRAMMING

Scala • Java • JavaScript • Python
Ruby • Puppet • C • Shell • RabbitMQ
PostgreSQL • Redis • Fabric • Play
• MySQL

EXPERIENCE

INKLING | CLOUD SOFTWARE ENGINEERING INTERN

May 2016 – August 2016 | San Francisco, CA

- Wrote API endpoints in multiple scala based core backends that are now in production.
- Created an RFC to dockerize core services, including evaluating needs, weighing pros and cons, consulting other teams, and creating tasks.
- Was responsible for general infrastructure health during on call including diagnosing and fixing issues using Zabbix, Fluentd, Pagerduty, etc.
- Improve various software written software in Python, Ruby, Javascript, and Scala.
- Performed many different deployments to production environments using puppet, docker, fabric, nginx, and in house technologies.

VOXMC | PLUGIN DEVELOPER

May 2012 – May 2016

- Produced Minecraft plugins, written in Java, connecting with MySQL, to perform various functions in game.
- Created a full featured Court system, a highly efficient item modifier, a town structure system, a GUI library, a system for emulating "item crates," customizable trading cards, a Binding of Issac-like dungeon system, and various utility plugins.
- Other tasks include reverse engineering code, fixing legacy plugins, and server administration work. Server has over 70 years of play-time by over 25k unique players.

PROJECTS

HOMEMADE ELECTRIC SKATEBOARD | SUMMER 2016

Created embedded software to interact with an open-source motor controller in order to control an electric skateboard. This resulted in a nice remote for a homemade electric skateboard that has a display with information about battery life, speed, etc.

SYODO (MAKING ROBOTS DRAW) | SPRING 2016

Worked with a partner to make a CMU robot (Baxter) draw Japanese kanji by using the Robot Operating System, python, and KanjiVG. We analyzed the order and shape of brushstrokes and simulated human hand movements with Baxter by transposing different frames of motion.

BLOCKSHOP | TARTANHACKS 2016

Worked in a team to make BlockShop: an iOS app created in Swift which allows CMU students to sell meal blocks. Buyers and sellers are connected via common location and can message eachother using facebook messenger deep links.

ARCADIA | WINTER 2015

Created a web-based Multiplayer online battle arena game based off League of Legends with PhaserJS on the frontend and Python with websockets on the backend.

AJARIO | SUMMER 2015

Ajario - Created a client for Game Agar.io with Java/Slick2D.