Jack Johnson

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EDUCATION

Johnson & Wales University Bachelor of Science, Computer Science

05/2023 Relevant Coursework: Computer Vision, Artificial Intelligence, Advanced Data Structures, Distributed Systems & Advanced TCP/IP, Project Management & Operating Systems

ACADEMIC PROJECTS

Designed and modeled a computer vision project which determined hazard labels and explained their meanings. Designed, programmed, and constructed a robot with a Raspberry Pi which detected obstacles and avoided them.

SUMMARY OF SKILLS

- Platforms – Workstations, PC, Mac
- Operating Systems Linux (VMWare), Windows 7/10/11, macOS •
- Programming Languages C++, C#, Python, PHP, CSS/HTML, Java/Javascript (React)
- Technologies Unity Engine 6, Kubernetes, Podman, SQL/MySQL, Jenkins, Helm •

EXPERIENCE

 Associate Software Engineer Innovative Defense Technologies (IDT) Automating workflow with sh/csh scripts on RHEL systems Containerizing and deploying software with Kubernetes, Helm and Docker/Podman Refactoring and developing services for large codebases written in Java 	06/2023 - Present Fall River, MA
 Data Analyst Intern Undersea Technology Innovation Consortium / SENEDIA Developed and maintained a MySQL managed database hosted on company's webs Managed a WordPress website Developed a webpage in HTML, CSS, PHP and Javascript for the database 	12/2022 - 05/2023 Middletown, RI site
 Network Technician RC Technology, LLC Installed and troubleshooted Windows workstations Software and hardware installations and management of Active Directory Performed general IT assistance remotely with TeamViewer and in-person 	09/2019 - 12/2019 Providence, RI
 Marketing Intern/Technical Presenter Unified Display Inc. Presented high-end projector array at events and demonstrations Demonstrated software and hardware capabilities to event-goers and potential clier 	11/2018 - 06/2019 Plymouth, MA ntele
INVOLVEMENT/ ACTIVITIES	

- ٠ JWU E-Sports Captain, Championship winner 2021 Presented mock legislation to Central Falls, RI Mayor •
- Self-Developing PC games, Unity Engine in C# .

09/2020 - Present 11/2019 2019 - Present

Providence, RI