

# Jack Johnson

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## PROFESSIONAL SUMMARY

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Software Engineer with 3 years of experience building and deploying production systems for defense-grade applications. Skilled in Java backend development, containerization (Kubernetes/Docker), CI/CD pipelines, and database management. Proven ability to own large-scale deployments and deliver reliable software in high-stakes environments. Seeking a backend or full-stack role to drive impactful engineering at scale.

## EXPERIENCE

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### Software Engineer II | Innovative Defense Technologies (IDT) | Fall River, MA Apr 2025 – Present

- Lead backend development on Java microservices within large-scale defense software systems, improving code quality through systematic refactoring
- Develop proprietary CLI tooling in GoLang, reducing manual operations time for internal teams
- Own end-to-end containerization and deployment pipelines using Kubernetes, Helm, and Docker/Podman on RHEL systems
- Manage and optimize PostgreSQL databases; design and query schemas for mission-critical applications
- Automate workflows using shell (sh/csh) and Python scripts, reducing manual effort and operator error
- Directly responsible for multi-million-dollar project deployments and live customer demonstrations

### Associate Software Engineer | Innovative Defense Technologies (IDT) | Fall River, MA Jun 2023 – Apr 2025

- Onboarded into a complex defense software environment; contributed to Java codebase across multiple production services
- Built and maintained CI/CD pipelines using Jenkins, enabling faster and more reliable release cycles
- Collaborated with senior engineers on containerization efforts, gaining hands-on Kubernetes and Podman expertise

### Data Analyst Intern | SENEDIA / UTIC | Middletown, RI Dec 2022 – May 2023

- Designed and maintained a MySQL database hosted on the company website, improving data accessibility for stakeholders
- Built a data-driven webpage using HTML, CSS, PHP, and JavaScript to expose database records via a clean UI
- Managed and updated the company WordPress site for ongoing content accuracy

### Network Technician | RC Technology, LLC | Providence, RI Sep 2019 – Dec 2019

- Installed and troubleshoot Windows workstations; handled software/hardware deployments and Active Directory management
- Provided remote and on-site IT support using TeamViewer

## TECHNICAL SKILLS

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**Languages:** Java, GoLang, Python, C++, C#, JavaScript/TypeScript (React), PHP, SQL, HTML/CSS

**DevOps & Infra:** Kubernetes, Helm, Docker, Podman, Jenkins, RHEL/Linux, shell scripting (sh/csh)

**Databases:** PostgreSQL, MySQL

**Other:** MATLAB, Unity Engine 6, Git, Active Directory

## EDUCATION

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### B.S. Computer Science | Johnson & Wales University | Providence, RI May 2023

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

## PROJECTS & ACTIVITIES

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- Computer Vision System: Designed and built a model to identify hazard labels and explain their meanings using image classification
- Obstacle-Avoiding Robot: Programmed a Raspberry Pi-based robot with real-time obstacle detection and avoidance
- Indie Game Development: Self-developing PC games in Unity Engine 6 using C# (2019 – Present)
- JWU E-Sports: Team Captain; led team to championship win (2021)
- Civic Engagement: Presented mock legislation to the Mayor of Central Falls, RI (2019)