

John Torsten De Mey

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Full-stack software engineer

1 WORK EXPERIENCE

KickUp (2022-2024) Worked with a talented team at an ed-tech startup supporting 500,000 educators around the country

- Communicated with designers and product owners to plan, implement, and deliver features for an event management application
- Regularly performed zero-downtime deployments to production via AWS using Terraform
- Major contributor to a conversion of our frontend React codebase from JavaScript to TypeScript

KBR (2018-2022) Maintained, extended, and improved a small software suite as an engineer and release manager supporting a government contract (DevOps)

- Coordinated a team-wide migration from TFS 2015 to Azure DevOps and Git for all DevOps-related processes
- Developed full-stack web applications under a government contract with Secret-level clearance

CadiumCD (2017) (internship) Developed internal data visualizations while shadowing professional engineers

- Used Google Charts API to create dozens of real-time data visualizations ("dashboards") displayed throughout the building

Before college

Kefauver Lumber Co. (2015-2016), **Fallston Seafood** (2013-2014), **Music & Arts** (2011)

2 SKILLS AND PROFICIENCIES

- Building large-scale, responsive, secure, and dynamic web applications
- Querying and interacting with databases in a variety of contexts
- Designing and implementing complex, responsive web interfaces (UX/UI)
- Managing cloud solutions to enable continuous integration and delivery (CI/CD) with zero downtime

JavaScript

React, Svelte, Node.js, TypeScript, WebSockets, Express, Google Charts, Webpack, Vite

Python

Django, Celery, TensorFlow

C#

ASP.NET Core (also MVC and Web Forms), EntityFramework, Dapper ORM

SQL

PostgreSQL, Microsoft SQL Server, OracleDB, SQLite, GraphQL

AWS

ECS, RDS, CloudWatch

Azure DevOps, HTML5/CSS, Git, Lua, Redis

3 ACADEMIC

Received **Bachelor of Arts in Computer Science** from **St. Mary's College of Maryland** in May 2018, notable classes taken:

Machine Learning | Design/Analysis of Algorithms | Computer Architecture
Software Engineering | Data Science for Social Good | Game Development | Cybersecurity

Graduated from **North Harford High School** in 2014 with a **3.4 GPA**, previously attending a slew of Catholic, Lutheran, Quaker, and public schools

4 ACCOMPLISHMENTS

- Developed *TuneWeaver*: a Long Short Term Memory-based **neural network** learning model that learn how to produce musical accompaniments to melodies
- Developed *Ncryptor*: a standalone executable GUI for invoking GNU Privacy Guard (gpg) for text encryption and decryption
- Developed ClassLock: a classroom allocation software with a team of peers during my Software Development course in college
- Developed Imposter: a mobile party game about improvisation powered by Node.js and WebSockets
- Developed Viral: a 2D boss-fighting platformer where you play as a virus that fights different vital organs
- Instructed in martial arts (Hup Kwon Do) for 11 years – received black belt November 2008

5 ADDITIONAL SKILLS

- Graphic/Audio Design: Adobe Premiere Pro, DaVinci Resolve, Reaper, Audacity, GIMP
- Avid musician and part-time piano teacher