

# John Paul Rutigliano

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## ABOUT ME

Full stack developer. Fast learner; able to pick up and implement new technologies quickly. Experienced with VCS, such as Git. Can work using Agile framework. Comfortable working with teams or independently. Can effectively lead and/or self-start projects when goals are defined.

## LINKS

Github:// [John-Paul-R](#)  
Website:// [jpcode.dev](#)  
Twitter:// [@jp79194](#)  
Quora:// [John-Paul-Rutigliano](#)

## SKILLS

### PROGRAMMING LANGUAGES

Over 10,000 lines:

Java • Python • JavaScript

Over 1,000 lines:

Dart • C++ • HTML/CSS

Familiar:

Kotlin

### TECHNOLOGIES

Experienced:

Node.JS • Django • HAProxy • Linux

Familiar:

Flutter • Android Native • PostgreSQL •

Apache • NGIX

### OTHER SKILLS

- 3D Graphics Design
- Video Editing
- Technical Writing
- $\LaTeX$

## EDUCATION

Graduated Monroe Township High School

Achieved max score (5/5) on the following AP tests:

- Computer Science A
- Calculus BC (AB subscore: 5)
- Physics C: Electricity and Magnetism
- Physics C: Mechanics
- Macroeconomics
- Microeconomics

## TECHNICAL PROJECTS

### POE ATLAS | DEVELOPER/OWNER | [WEBSITE](#), [GITHUB](#)

Sept 2020 – Jan 2021

I created this website from the ground up over the course of several months. It is an auto-updating companion app for the popular online game, Path of Exile.

Consists of:

- Backend - Node JS Webserver running on a CentOS machine, load-balanced & routed via HAProxy, using Cloudflare as a CDN. Python scripts update the site's content from the game's files whenever it receives a major expansion.
- Frontend - Custom HTML and CSS. Utilized the GSAP and PixiJS Libraries for animation and 2D-rendering of interactive custom assets.
- Custom, modular "plugins" system, allowing members of the game's community to code their own tools that are then easily added to the site with no additional hassle.

### BEYOND20 | OPEN SOURCE CONTRIBUTOR | [WEBSITE](#), [GITHUB](#)

Dec 2020

- The Beyond20 browser extension has over 300,000 users (as of March 2021) and a 5 star rating across multiple browsers.
- I created the "custom roll text" feature, and fixed several JavaScript bugs.
- Worked with the project's leader to ensure all commits were up to their spec.

### FIBERMC | DEVELOPER/OWNER | [WEBSITE](#), [GITHUB](#)

Jan 2019 , Nov 2020

- Backend - Node JS Webserver running on a CentOS machine, load-balanced & routed via HAProxy, using Cloudflare as a CDN. Static site content is updated via a Python script querying a GraphQL endpoint.
- Frontend - Custom HTML and CSS. Utilized 'fuzzysort' library for advanced search functionality.

### COMPETITIVE PROGRAMMING: BOT DESIGN | [GITHUB](#)

June 2018 - July 2018

Designed the machine-learning bot, SleepSiphon, for the Robocode competition. Ranked 51 in global leaderboards. Coded in using the game's Java API.

## AWARDS

2020	top 2% worldwide	Codingame (Clash of Code)
2018	<b>top 51 worldwide</b>	<b>Robocode</b> Melee Rumble
2018	1 <sup>st</sup> /63	MTHS Bot-Design Competition