

John Paul Rutigliano

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ABOUT ME

Full stack developer. Fast learner; able to pick up and implement new technologies quickly. 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:// [@john_paul_r](#)
Quora:// [John-Paul-Rutigliano](#)

SKILLS

PROGRAMMING LANGUAGES

Over 10,000 lines:

C# • Java • Python • JavaScript • TS

Over 1,000 lines:

Dart • C++ • HTML • CSS/SCSS • Pug

Familiar:

Kotlin

TECHNOLOGIES

Experienced:

Entity Framework (EF) • ASP.NET •
Node.JS • React • Django • HAProxy •
Linux • VCS (Git) • PostgreSQL

Familiar:

Flutter • Android Native • Apache •
NGINX • GraphQL

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

EMPLOYMENT

KCF TECHNOLOGIES | SOFTWARE ENGINEER | [WEBSITE](#)

Aug 2021 - Present

Worked as a Full-Stack Software Engineer in Scrum team, building client-facing web application and API. Optimized several existing systems, improving frontend performance dramatically. Revamped user roles implementation in the backend, streamlining content access control. Tech Stack:

- Backend - PostgreSQL, ASP.NET (C#) API, Entity Framework (EF) Core, Swagger
- Frontend - React Framework, custom in-house design systems.

TECHNICAL PROJECTS

POE ATLAS | CREATOR | [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.

- 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 - HTML, CSS, JS. Utilized the GSAP and PixiJS Libraries for animation and 2D-rendering of interactive custom assets.
- Created a modular "plugins" system, enabling members of the game's community to code their own tools that integrate into the site.

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 lead to ensure all commits were up to their spec.

FIBERMC | CREATOR | [WEBSITE](#) , [GITHUB](#)

Jan 2019 , Nov 2020, May 2021

- Backend - ASP.NET Core (C#) API + Node JS Webserver, both running on a CentOS machine, load-balanced & routed via HAProxy, using Cloudflare as a CDN. API is backed by a PostgreSQL database.
- Self-updater - .NET background worker service pulls data from several foreign APIs, to be normalized and stored in a PostgreSQL database.
- Frontend - HTML, CSS, JS. 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 using the game's Java API.

AWARDS

2021	top 0.3% worldwide	Codingame (Clash of Code)
2018	top 51 worldwide	Robocode Melee Rumble
2018	1 st /63	MTHS Bot-Design Competition