

# 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 • Kotlin

### TECHNOLOGIES

Experienced:

Entity Framework (EF) • ASP.NET • Node.JS • React • Django • HAProxy • Linux • AWS • 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 | [READ MORE](#)

Aug 2021 - Present

Worked as a Full-Stack Software Engineer in Scrum team, building client-facing web application and API. Contributions include:

- Improved frontend performance dramatically - over 80% reduction in time-per-frame in critical user-facing interface.
- Spearheaded extensive refactor that touched several core features, and over 80 source files across 3 separate codebases, enabling new functionality.
- Advocated standardization of performant & scalable EF query practices.
- Reworked automated SDK generation to correctly support all data types.

Tech Stack:

- Backend - PostgreSQL, ASP.NET (C#) API, Entity Framework Core, Swagger
- Frontend - React Framework & TypeScript

## TECHNICAL PROJECTS

### POE ATLAS | CREATOR | [LIVE SITE](#) , [GITHUB](#)

Sept 2020 - Jan 2021

An auto-updating companion app for the popular online game, Path of Exile.

- Backend - NodeJS server on Rocky (Linux), load-balanced via HAProxy, using Cloudflare as a CDN. Python scripts update site content from the game's files.
- Frontend - HTML, CSS, JS. Utilized the GSAP and PixiJS Libraries for animation and 2D-rendering of interactive assets.
- Created a modular "plugins" system, enabling easy integration of community-authored tools into the site.

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

Dec 2020

- The Beyond20 browser extension has over 300,000 users (as of March 2021) and a 5-star rating across multiple browsers.
- Authored the "custom roll text" feature, using Regex to tokenize and parse user input, and fixed several bugs in their JavaScript codebase.

### FIBERMC | CREATOR | [LIVE SITE](#) , [GITHUB](#)

Jan 2019, Nov 2020, May 2021

- Backend - ASP.NET Core (C#) API + Node JS server, running in a Rocky (Linux) environment, load-balanced via HAProxy, using Cloudflare as a CDN.
- Self-updater - .NET background worker pulls data from several foreign APIs, to be normalized and stored in a PostgreSQL database, used by the API.
- Frontend - HTML, CSS, JS. Utilized 'fuzzysort' library for 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	<b>top 0.3% worldwide</b>	Codingame (Clash of Code)
2018	<b>top 51 worldwide</b>	Robocode Melee Rumble
2018	1 <sup>st</sup> /63	MTHS Bot-Design Competition