

JOHN WILKINS

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EDUCATION **University of Southern Mississippi** Remote - Hattiesburg, MS
Masters in Computer Science 2024.01 - 2025.05 (*expected*)

University of Mississippi Oxford, MS
Bachelor of Sciences in Legal Studies 2015.08 - 2019.05

EXPERIENCE **Graduate Assistant** | Department of Computer Science 2024.08 - 2025.05

- Being available to students as a resource via the tutoring center.
- Assisting in ITC 400, a capstone course, managing a team of 15+ students developing a system for ABET data collection.
- Leading project planning, tracking milestones, and ensuring deliverables align with stakeholder requirements.
- Supporting students with technical guidance and process improvements.

Assistant Language Teacher | Japanese Exchange And Teaching Program 2019-2023

- Coordinated lessons with 8 different schools to deliver instructional materials while interpreting feedback, monitoring satisfaction levels, and continuously improving.
- Understood and applied the requirements of individual schools and adapted swiftly to late-stage adjustments.
- Secondary responsibilities included preparing students for competitive speech competitions, skit contests, and standardized English Tests.

Community Assistant | University of Mississippi 2016- 2019

- Created, planned, and implemented educational, social, and recreational programming according to the housing curriculum.
- Managed various administrative duties including maintenance requests, incident reports, and room transfers while also providing customer service at the front desk. Enforced and upheld university policies.
- Delivered timely reports to assist in realizing the Student Housing Departments standards at the highest possible quality standards.

PROJECTS

- **2D Unity Platformer** | C, Used the Sprite Editor to unpack sprite sheets for use in the game. Used Unity 2D Game Engine's Tile Pallete system to seamlessly design levels. Implemented game mechanics such as character movement and animation using C. Implemented a friendly user interface to bridge the gap between the user and the game.
- **Portfolio Website** | AWS, JavaScript, Used AWS S3 to host the website online and AWS Route 53 to register my domain Added language toggle with recognizable icon for English/Japanese website versions Implemented an API call to OpenWeatherMap for real-time weather information Developed a responsive web application with seamless mobile optimization
- **Android Mobile Portfolio** | Kotlin, Created an app using Android Studio and Kotlin natively. Created a friendly user interface. Imported assets such as icons. Ensured capatability for nearly one-hundred percent of Android devices.
- **Shopping Card** | TypeScript, React.js, Created an app using Android Studio and Kotlin natively. Created a friendly user interface. Imported assets such as icons. Ensured capatability for nearly one-hundred percent of Android devices.
- **MetroMart** | SQL, React.js , Created a inventory management system using Express.js for middleware function calls Implemented the use of a SQL Server to query ecommerce data Created a User Interface using React.js Implemented Create, Read, Update, and Delete functionality

SKILLS **Cloud Computing, Web Development, Mobile Development, Game Development**

- CERTIFICATES**
- **JLPT N1 | Japanese Language Proficiency Test**
 - **AWS Cloud Technical Essentials | Amazon**
 - **Programming Fundamentals in Kotlin | Meta**
 - **Introduction to Mobile Application Development | Meta**
 - **Getting Started with Git and GitHub | IBM**
 - **Japanese Intercultural Academy of Municipalities Translation Course Completion Certificate**
 - **JET Kizuna Ambassador**