

JOHN UCKELE

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OBJECTIVE

Seeking software engineering role

SKILLS

Software Engineering, Multithreaded Programming, Machine Learning

LANGUAGES

Java, Python, Perl, Objective-C, Flex, XML, HTML, SQL

TOOLS

Linux, Git, Gradle, Eclipse, Emacs

WORK EXPERIENCE & EDUCATION

NuoDB, Cambridge, MA

Software Engineer

June 2015 - October 2015

- Developed features for distributed asynchronous node management system in Java

SELF-STUDY SABBATICAL, Cambridge, MA

June 2014 - May 2015

- Built artificial life environment, Vivarium, using Java, customized neural networks and genetic algorithms to explore cost function free evolutionary computing
- Built Monte Carlo based general board game AI
- Trained SVM classifiers on forest coverage data using python & scikit-learn to maximize SVM performance
- Trained various classifiers on RMS Titanic data using python & scikit-learn to learn how to employ common machine learning classifiers
- Completed the Coursera ML course taught by Andrew Ng, watched select videos for additional courses.
- Read academic papers and textbooks

ATHENAHEALTH, Watertown, MA

Software Engineer

February 2012 - May 2014

- Built tools for tracking and reducing technical debt
- Wrote extensions to testing framework
- Worked directly with project managers to develop client facing features

PACEM LEARNING COMMUNITY, Montpelier, VT

Programming Teacher

January 2011 – December 2011 (part time)

- Taught a programming class for homeschool students.

TERTL STUDIOS, Montpelier, VT

Software Engineer

September 2009 – October 2011

- Developed in browser learning environment in Flex
- Implemented two dimensional physics modeling for simulating virtual robots (iRobot Create)
- Architected and implemented an iOS game SwampTalk using Objective-C and OpenGL

PIEMATRIX, Burlington, VT

Software Engineer

Fall 2006 – August 2009

- Led development on client side program using Flex to deliver a rich internet application experience to users.
- Built custom UI components in Flex to meet precise design requirements.

UNIVERSITY OF VERMONT

Fall 2003 – Summer 2007

Bachelor of Science in Computer Science, Minor in Mathematics