John Grahn

johngrahn@protonmail.com | github.com/johngrahn | johngrahn.com

EDUCATION

Western Governors University   **Salt Lake City, Utah**
Bachelor of Science in Computer Science
- **Relevant Coursework**: Calculus, Discrete Mathematics, Data Structures and Algorithms, Computer Architecture, Operating Systems

WORK EXPERIENCE

DataAnnotation.Tech   **Remote**
Software Developer – AI Trainer   October 2023 – Present
- Implement reinforcement learning from human feedback (RLHF) techniques to optimize machine learning model efficiency and performance
- Develop and evaluate Python and JavaScript code, including reviewing and correcting AI-generated code for accuracy and functionality
- Design tailored prompts for diverse AI tasks, adapting parameters to meet specific project requirements
- Ensure AI models adhere to legal and ethical obligations

Contractor   **Hartford, Connecticut**
Information Technology Intern   August 2017 – October 2023
- Mow, water, weed, and fertilize lawns
- Plant bushes, trees, and build landscaping features
- Conduct snow removal, plowing, and sidewalk clearing
- Repair and paint doors, windows, walls, ceilings
- Repair appliances and electronics such as refrigerators, washers, dryers, desktop and laptop computers

PROJECTS

Personal Portfolio (johngrahn.com) | Astro, TypeScript, Tailwind CSS, DaisyUI, Docker
- Developed a fully responsive, high-performance portfolio website using Astro.js, showcasing skills, projects, and a blog.
- Utilized Astro's static site generation capabilities to achieve excellent performance scores, with a focus on SEO and fast load times.
- Implemented CI/CD for automated deployment and containerization with docker, ensuring seamless updates and a streamlined development workflow

Space Invaders Clone (spaceinvaders.johngrahn.com) | JavaScript, HTML, CSS, Express.js, Postgres
- Web based clone of classic Space Invaders using JavaScript, HTML Canvas, and CSS
- Created persistent leaderboard system with a REST API using Node.js and Express backed by a PostgreSQL database
- Used vanilla JavaScript without libraries to engineer destructible barriers, collision detection, and dynamically scaling difficulty

TECHNICAL SKILLS/ CERTIFICATIONS

Languages & Frameworks: JavaScript, Typescript, HTML/CSS, React, Tailwind, Node.js, Express.js, SQL, Python
DevOps & Cloud: Azure, Oracle Cloud, Docker, Git, GitHub, CI/CD
Developer Tools: VS Code, IntelliJ
Certifications: [AZ-104 Azure Administrator Associate](#), [AZ-305 Azure Solutions Architect](#), CompTIA Project+, ITIL V4 Foundation