

John Mulligan

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Rapidly-developing software engineer with a knack for finding and maximizing opportunities for growth. Passionate about building innovative software applications for real-world users. Seeking a Co-op for Summer 2026, Fall 2026 and/or Spring 2027. Strengths in:

- Designing clean architecture for maintainable systems
- Collaborating effectively to solve complex problems
- Applying object-oriented designs to write organized, well-documented code
- Following structured development processes end-to-end
- Explaining technical concepts to non-technical audiences
- Leveraging commercial driving experience to approach software engineering with real-world impact

Education

Bachelor of Science - Software Engineering | Rochester Institute of Technology Aug 2025 - Present

- Relevant Coursework: Software Design for Computing Systems, Software Product and Process Management, Engineering of Software Subsystems

Dual Enrollment - Master's Program in Computer Science | University of Chicago Sep 2024 - Jun 2025

- Relevant Coursework: Applied Software Engineering, Web Development, Applied Financial Technologies

Projects

Stork Fake Casino | Personal Project Nov 2025 - Present

- Designed a complete web application using React.js, allowing users to play simulations of casino games like Blackjack
- Developed a backend system with PostgreSQL, facilitating user registration and leaderboard functionality
- Expanded the application to support additional non-casino games, such as Uno
- Deployed the site publicly with Nginx, PM2, and Let'sEncrypt, with Cloudflare protection

Skills: HTML/CSS, JavaScript, React.js, Nginx, PM2, LetsEncrypt, Cloudflare, PostgreSQL

R6TrackerBot | Personal Project Mar 2024 - Oct 2025

- Created a Discord application that has looked up over 15,000 Rainbow Six Siege user profiles
- Revised infrastructure while preserving functionality after the original rank API was reimplemented
- Refactored the backend to cache essential user information, reducing API usage by approximately 50%
- Publicized the product, resulting in adoption across more than 2,000 communities

Skills: Python, discord.py, aiohttp, DigitalOcean, PostgreSQL

CompServer | Academic Project | compserver.ucls.uchicago.edu Feb 2024 - Jun 2025

- Designed a web application from the ground up to streamline competition setup
- Collaborated with five students and faculty in the development of a high school robotics team website
- Improved interactivity using REST APIs and HTMX for dynamic web forms built with HTML/CSS
- Deployed to Google Cloud and partnered with faculty to secure a domain and HTTPS certificate

Skills: HTML/CSS, Django, HTMX, Google Cloud, LetsEncrypt

Uno on JavaFX | Academic Project Feb 2022 - Jun 2022

- Designed a JavaFX application enabling users to play Uno with each other on a local network
- Coordinated with four students to develop both frontend and backend systems
- Implemented compatibility with multiple backend technologies, including Serialization and JSON
- Iterated through three Scrum-like development cycles to satisfy final project requirements

Skills: Java, Serialization, JavaFX, Scrum-like process

Professional Experience

Commercial/Personal Driver Jun 2025 - Present

Commercial Driver's License (Class B)

Operations Supervisor Jun 2021 - Aug 2025

Johnson Bros. Amusement Park

Sister Bay, WI