

John Mulligan

jcm7211@rit.edu • Chicago, IL • [linkedin.com/in/jmulligan191](https://www.linkedin.com/in/jmulligan191)

Summary

1st Year Software Engineering student with eligibility for Co/Op. Passionate about developing innovative and revolting software applications in the real world. Seeking Co/Op for Summer and/or Fall 2026. Strengths in:

- Designing clean architecture for maintainable systems
- Collaborating effectively to solve complex problems
- Applying Object-Oriented designs to write clean and 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 for a real-world impact.

Education

Software Engineering - Bachelor of Science | Rochester Institute of Technology

May '29

Relevant Courses: Software Design for Computing Systems, Software Product and Process Management, Engineering of Software Subsystems (Past)

Projects

Stork Fake Casino | Personal Project

Nov '25 - Present

- Designed a complete web application using React.js, allowing users to play simulations of casino games like Blackjack
 - Developed an effective backend system with PostgreSQL, facilitating user registration and leaderboard functionality
 - Expanded application to allow for additional non-casino games to be hosted on the site, such as Uno
 - Deployed the site publicly with Nginx, PM2, and LetsEncrypt, ensuring enhanced protection against DDoS attacks with Cloudflare
- Skills: HTML/CSS, Javascript, React, Nginx, PM2, LetsEncrypt, Cloudflare, PostgreSQL

R6TrackerBot | Personal Project

Mar '24 - Oct '25

- Created an application on Discord that has looked up over 15,000 user profiles on the game Rainbow Six Siege
 - Revised app infrastructure while preserving operational functionality in the absence of the original rank API by R6 developers
 - Refactored the backend to cache essential user information, minimizing API usage by ~50%
 - Publicized the product, resulting in the application's use in more than 2,000 chat servers
- Skills: Python, discord.py, aiohttp, DigitalOcean, PostgreSQL

CompServer/Robocomp | Academic Project

Feb '24 - Jun '24

University of Chicago Laboratory Schools | <https://compserver.ucls.uchicago.edu>

- Designed a web application from the ground up, allowing for the streamlined setup of competitions
 - Collaborated with 5 students and faculty in the development of the High School robotics team's website
 - Revitalized site interactivity by utilizing REST API and HTMX for dynamic web forms designed with HTML and CSS
 - Deployed the site to Google Cloud, working with faculty members to secure a domain and HTTPS certificate
- Skills: HTML/CSS, Django, HTMX, Google Cloud, LetsEncrypt

Uno on JavaFX | Academic Project

Feb '21 - Jun '21

University of Chicago Laboratory Schools

- Designed a JavaFX application to allow users to play the card game Uno with each other on a local network
 - Coordinated with 4 students to develop the front and backend of the JavaFX application
 - Implemented compatibility with differing backend technologies, such as Seralization and JSON
 - Iterated through 3 Scrum-like development cycles, ensuring all requirements were implemented in the final version
- Skills: Java, Seralization, JavaFX, Scrum-like process

Work Experience

Commercial/Personal Driver | Commercial Driver's License (Class B)

Jun '25 - Present

Operations Supervisor | Johnson Bros. Amusement Park | Sister Bay, WI

Jun '21 - Aug '25