John A. Bacho

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Creative and driven student passionate about programming, UI/UX design, and human-computer interaction. Experienced in frontend development, problem-solving, and leading cross-disciplinary teams. Explore my work at johnbacho.com.

PROFESSIONAL INTERESTS

Technology Proficiencies: HTML, CSS, JavaScript, Python, Java, Office 365, Windows, MacOS, Linux, Graphic Design, UI/UX Design, C#, Unity
Other Key Skills: Problem Solving, Verbal and Written Communication, Teamwork & Collaboration

EXPERIENCE

Nordson, Amherst, OH
Enterprise architect analysis intern   May 2024 – August 2024
- Developed technical documentation and reduced technical debt for SAP PI/PO interfaces by collaborating with college across Europe and America to create interfaces crucial for the upcoming migration to SAP BTP by creating test cases, validating interfaces post-migration, and identifying and deactivate obsolete interfaces.
- Created and presented slides outlining the PI/PO retirement strategy and system architecture to communicate the benefits of the migration to SAP BTP and secure support from leadership.
- Engineered documentation for CPI interfaces to support the transition to BTP, ensuring streamlined migration process that simplifies system architecture, reduces complexity, and enhances scalability.
- Documented key tables within SAP system to support self-service data reporting in Power BI.

Nordson, Amherst, OH
IT asset management intern   May 2023 – August 2023
- Reviewed, created, and updated CMDB documentation, while adhering to IT project management practices and investigated the utilization of existing ServiceNow Software Asset functionality for software asset management.
- Applied ITIL best practices to collaborate closely with the IT Asset Management teams, overseeing the seamless operation of the ServiceNow Helpdesk system and ensuring the efficiency and integrity of the asset management architecture.
- Dynamically harnessed the full potential of the Microsoft Office suite, especially Excel, to expertly analyze, present, and meticulously document data for decisive and informed decision-making.

Leadership & Research Experience

Founder & Project Lead, *Virtual Immersive Behavioral Sciences (VIBES) Lab*
Established a cross-disciplinary lab in collaboration with psychology and neuroscience departments to investigate therapeutic relapse through virtual reality and eye-tracking technologies. Direct all technical aspects, including Unity-based VR development using C#, hardware integration, and project planning, while working closely with domain experts to align design with behavioral science goals.

Team Lead, *UX Research Lab*
Lead a student research team partnering with companies to identify usability issues in early-stage software products. Conduct user interviews, usability testing, and interface audits to deliver actionable design recommendations grounded in human-computer interaction principles.

President, *Association for Computing Machinery (ACM) @ Baldwin Wallace University*
Direct campus-wide computing initiatives, workshops, and events promoting career growth, diversity, and collaboration in tech.

Sherwin-Williams Career Accelerator Scholar
Selected for a competitive career development program focused on leadership, career preparation, and networking with professionals in STEM fields.

Education

Baldwin Wallace University – Berea, OH
Bachelor of Science in Computer Science | Minor in Graphic Design
Anticipated Graduation: May 2026
GPA: 3.94
Honors:

- Upsilon Pi Epsilon (UPE), Honor Society for the Computing and Information Disciplines
- Outstanding Computing Student Award, Baldwin Wallace Computer Science Department
- 6x Dean's List Recipient (3.8+ GPA required)