

JEFFREY JOHNSON

SOFTWARE DEVELOPER

Summary

Dedicated programmer with a passion for learning new things and solving problems using code. Recent graduate of program teaching latest 3D computer graphics development techniques and frameworks. Experienced member of the technical field with excellent communication and soft skills, looking to join a team of people smarter than myself to contribute and continue growth as a professional programmer. Please note the gap in work history is due to time taken to address a medical issue, and I would be happy to discuss further with your hiring manager.

Employment

Kaio Interactive LLC

Software Developer

Puyallup, WA
Jun 2015 to Current

Implemented pathfinding for all characters in custom augmented reality system. Shown at GDC 2016. Research using RealSense camera for real time mesh generation from streaming point cloud data. Created Unity3D plugin to convert 2D gradient texture image to vertex colored mesh for use in virtual reality backgrounds.

Copious Love Productions

Programmer

Jun 2015 to Sep 2015

Developed tool for data conversion between various data formats (Excel to XML) across cloud storage. Tool developed to meet specifications for live virtual augmentation of theatrical sets for Codename: Kansas.

Microsoft

Software Developer in Test

Jan 1999 to Mar 2003

Single tester responsible for testing the XPath implementation in MSXML library. Designed and implemented test cases, created and tracked bug reports, and collaborated with developers to address concerns.

Volt

Test Lab Manager

Fall 1998 to Jan 1999

Worked on Microsoft campus managing the test lab for the MSXML team. Setup and maintained computers of various platforms and operating system versions. Operated and maintained proprietary testing framework.

Network Circuit Technologies

Production Manager

1994 to 1998

Ran entire production floor of contract electronics manufacturer from procurement to shipping. Managed floor employees (25 - 50) including scheduling and training. Scheduled the throughput of customers orders through the process. Maintained the network and robotic hardware and software in plant. Contributed to planning of future investments to improve production.

Projects

Gacha Town - Mobile collection game

Lead programmer and Test Lead, managed project on technical side as well as programming tasks such as designing the model collection system and implementing the town scene.

Implementation: C++, static and dynamic library binaries, unit tests.

JMath - Linear Algebra Library

Atlas Engine

Tool to create sprite sheet and atlas file from given sprites.

Implementation: C#, WPF

Awards

Head of School Academy of Interactive Entertainment · Head of School Legacy Award Jun 2016

Recognition for considerable and lasting contributions to the growth and improvement of the school's programs, students and reputation in the field.

Contact

✉ jefjohms@gmail.com

🌐 JeffreyMJohnson.net

☎ (206) 335-8053

in jeffreymjohnson2

👤 JeffreyMJohnson

Education

Academy of Interactive Entertainment (AIE)

Advanced Diploma in Professional Game Development: Specializing in Programming - 2016

ITT Technical Institute-Seattle

Completed 7 of 8 quarters towards Associates Degree in Electrical Engineering

Skills

LANGUAGES

C++

C#

XML

SQL

PowerShell scripting

DOS batch scripting

JSON

REST

TOOLS

Visual Studio

Unity 3D

Windows

Ubuntu

Visual Studio Test Automation

GIT

GitHub

FRAMEWORKS

WPF

.NET

nUnit