John (Jonathan) Dust - Software Engineer

Self-taught, helpful, fun and detail oriented Software Engineer that has been programming for over 6 years combined. Loves to be helpful and work with people hands on. Is passionate about writing reusable, semantic and organized code. Creator of the iOS mobile game, *Virtually 8-bit!*

Knoxville, TN | 865-567-5032 | job.opp@john.virtually.coffee
Personal Website: john.virtually.coffee | GitHub | LinkedIn

TECHNICAL SKILLS

Languages: Swift, TypeScript/JavaScript, Ruby.
Technologies: SpriteKit, UIKit, CloudKit, React, Ruby on Rails.

TECHNICAL PROJECTS

Virtually 8-bit! - App Store | More Info
Published iOS app/game that features a classic gameboy-like interface and allows users to play multiple 8-bit style games.
- Engineered in a way that separates the Console's(app's) 'hardware' and 'software' systems. That allows for better code management and feature growth. I also built it in a way that allows code to be reused in multiple different games.
- Currently holds 2 playable games inside of it(more on the way), Meteoroids and Bit-Breaker. Meteoroids is an arcade space shooter that features power-ups and player upgradable abilities. Bit-Breaker is a breakout style game with randomly generated levels.
- Features SpriteKit as the physics engine, UIKit for handling 'virtual-analog' button touch events as well as all of the app's UI layout, and CloudKit for persisting user data when connected online, otherwise stores data locally until it can be synced.

My Coffee Table - Github | Demo
A single page web application that gives users a space (coffee table) to add, move around and customize elements such as: pictures, web-links, embedded content, text, notes and more.
- Coded the frontend in vanilla ES6 Javascript in an Object Oriented paradigm for clear and semantic code organization.
- Designed backend to be a REST API in Ruby on Rails with ActiveRecord responsible for persisting and querying data. Modeled that relational database with polymorphic associations to reduce code repetition and tested with rspec.

EXPERIENCE

---

iOS Software Engineer   Knoxville, TN
Virtually.Coffee - Full Time   09/2021 - Present
- Designed, developed and published *Virtually 8-bit!* A full iOS game built in Swift, UIKit, SpriteKit and CloudKit.
- Worked with multiple different frameworks and technologies, both open source and from Apple, such as CocoaPods and the ones mentioned above.

Lead Part-Time In-Home Tech Expert   Knoxville, TN
Asurion - Part Time   10/2020 - 01/2022
- Provided hands-on technical support and customer service to 40+ clients per month by delivering and setting up smartphones and troubleshooting technical issues. Consistently rated 5 stars across client experience, with special mention for helpfulness, friendliness and technical knowledge.

Full Stack Software Engineer   Remote
Independent - Part Time   08/2017 - 09/2021
- Developed both frontend and backend features for clients on a handful of web applications and projects.
- Programmed and used many technologies such as React, SQL and Ruby on Rails.
- Built 6 major public projects for my portfolio (including my website and project demo server). Most being Single Page Applications or Monolithic Web Apps. View & use them here.

iOS Engineer in Learning   Knoxville, TN
Independent - Full Time   05/2016 - 07/2017
- Built a handful of smaller applications for iPhone, iPad and tvOS.
- Created and published the iOS game, *The 8-bit Master*. Developed using Swift language, and designed all of the UI/UX, graphics, 8-bit artwork and music. It received a total of 5k+ app unit downloads with an average review rating of 4.5 stars overall.

EDUCATION

Penn Foster - High School   Knoxville, TN
Electives in Computer Programming/Information Technology, 4.0 GPA   2016