

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 help others, and is passionate about writing reusable, semantic and organized code.

Creator of the iOS mobile game, [Virtually 8-bit!](#)

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Personal Website: [john.virtually.coffee](#) | [GitHub](#) | [LinkedIn](#)

TECHNICAL SKILLS

Programming Languages: Swift, TypeScript/JavaScript, Ruby.

Technologies & Frameworks: 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) 'hardware' and 'software' components, which allows for better code management and feature growth. It's also architected in a way that allows for code reusability in multiple different games and system menu scenes.
- Currently, it holds 2 playable games inside of it. The 1st, *Meteoroids*, is an arcade-style space-shooter that features power-ups and player upgradable abilities. The 2nd game, *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. Storage and data persistence is handled with CloudKit when connected online; otherwise, it securely saves data locally until it can be synced.

My Coffee Table - [Github](#) | [Demo](#)

A SPA(single-page web application) that gives users a coffee-table(desktop space) 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 from Apple and open source, such as CocoaPods, DigitalTurbine and more.

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 are 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 the 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