Griffin Johnson

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OBJECTIVE

Passionate Software Engineer driven to acquire a full-time position as a Software Engineer.

EDUCATION

Bachelor of Science, Computer Science Graduated Winter 2020 California Polytechnic State University, San Luis Obispo, CA

COMPUTER SKILLS Languages & Frameworks: Java, C, C++, Kotlin, Swift, Python, ML, React, Redux, MIPS, JavaScript, Unity, Linux

PROJECTS

Portfolio Website (griffinjohnson.xyz) - JavaScript

Summer 2020

- Created using React.js web framework.
- Uses Redux to manage state while pulling projects from Github's v3 API.

Star Citizen Group Finder Android App - Kotlin

Spring 202

- Allows users to create and view group listings for the video game Star Citizen.
- Uses Google's Firebase for storage and authentication.

Sensor Triggers Android App w/ Web App - Kotlin, React

Spring 2019

- Gathers contextual user information such as heart rate, location and weather from the user's device and Garmin smart watch.
- User information is synced with a cloud database solution (Firestore).
- User data is displayed on an authenticated web app with location and heart rate overlayed on a map view.

Airport Model System - Java, mySQL

Winter 2018

- Full GUI desktop software consisting of a Customer and Employee software management system needed for an airport.
- Implemented Purchase, Book, and Login modules.

Photo Gallery iOS App - Swift

Summer 2017

- Able to view device photos in a grid view.
- Used the iOS Core Image Framework to facilitate image manipulation filters such as exposure, contrast and sharpening.

EMPLOYMENT Frontend Web Developer

Fall 2017 - Spring 2020

SkinnyKitchen.com, San Luis Obispo, CA

- Manage and maintain website.
- Accumulates 5,000+ page views/day.

CSC 436 Teaching Assistant - Android, iOS

Fall 2017 - Spring 2019

California Polytechnic State University, San Luis Obispo, CA

- Mobile Application Development Course in both Android and iOS.
- Assisted students with lab assignments and assignment help.