## **Grant Johnson**

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### **Education**

**Santa Clara University** | *B.S. in Computer Science & Engineering* Expected: June 2025

* Activities: ACM, Card Game Club, Transfer Student Union (*Event Manager*)
* Relevant Coursework: Algorithms, Data Structures, Operating Systems, Software Engineering

### **Key Accomplishments**

* Created *Firewire*, a mobile application that uses **AWS Bedrock** to optimize the communication process of first responders in the area, hoping to save precious seconds needed.
* Designed and deployed an **AWS EC2 server** to handle backend processing and data storage.
* Developed ongoing **Flutter social media app** using Firebase
* Developed a robust backend using **OpenAI API** for an educational game, ensuring engaging dialogue logic in **JavaScript**.
* Developed and launched a 3-session **eSports program**, resulting in 300+ signups.

### **Professional Experience**

**Orientation Leader April 2024 – September 2024**Santa Clara University

* Mentored 100+ new students, fostering a welcoming environment for diverse backgrounds.
* Organized 12+ events using tools like Zoom.
* Collaborated with staff to improve onboarding processes, enhancing efficiency.

**IT Support Supervisor August 2021 – September 2023**University of the Pacific

* Led a team of 15 students, maintaining <1-day average ticket resolution time using ServiceNow.
* Created over 300 tickets, worked on 700+ across 2 years.
* Developed and launched a 3-session eSports program, resulting in 300+ signups.
* Implemented and tested new tech (e.g., Neat cameras) alongside other departments for faculty use.
* Produced and edited event recordings with OBS, Camtasia, and Zoom.

### **Projects**

**Cinecircle |** [Demo Video](https://www.youtube.com/watch?v=QUHwjJ3eEYA) **November 2024**

* Created *Cinecircle*, a mobile social media application that enables users to review and share movies and shows with their friends without being exposed to outside opinions.
* Preplanned basic UI design in Figma and Flutter Flow
* Developed front-end UI in Dart using Flutter to enable responsive movement and seamless database integration.
* Store media from TMDB API, user information, and account authentication to Google Firebase database

**AWS x Inrix Hackathon | First Place |** [Project Devpost](https://devpost.com/software/firewire) **November 2024**

* Created *Firewire*, a mobile application which tracks and ingests the name, location, and audio of first responders to AWS Bedrock to create detailed, actionable summaries.
* Integrated real input from first responders to flush out ideas, features created, and realistic scope.
* Designed and deployed an AWS EC2 Linux instance to handle backend processing, serve the public website, and transfer data to and from GPT-4o on AWS Bedrock.
* Used basic product management concepts to design multiple, robust features, ensuring seamless functionality under the tight hackathon deadline.

**Hack for Humanity |** [Project Devpost](https://devpost.com/software/social-sim) **February 2024**

* Developed backend using OpenAI API for an educational game, ensuring engaging dialogue logic in JavaScript.
* Tested and optimized API prompt design, guaranteeing consistent accessible responses.

### **Awards**

**Eagle Scout Award** (2019)

* Led a troop of 15 in planning and executing community service projects, developing leadership and organizational skills.

### **Skills**

**Programming Languages**: C++, Python, C, Dart  
**Frameworks/Tools**: REST API, ServiceNow, Firebase, Flutter, Android Studio, AWS Secrets Manager