

# Jeffrey M Johnson

## Software Development Engineer

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### Professional Profile

Experienced engineer with excellent interpersonal and communication abilities who recently made the move from 3D graphics and virtual reality to web application development. Proven ability to ramp up quickly when given task in new problem domain. Enjoys being part of a team and thrives in high pressure and challenging working environments.

### Skills

**Languages:** C#, C++, JavaScript, SQL, XML, HTML, CSS

**Tools:** Visual Studio, git, VSTS, TFS, .NET MVC, jQuery, Kendo UI, Scrum/Agile, TDD, Azure, REST, Selenium

### Work Experience

#### iSoftStone/Microsoft, Software Development Engineer II (Apr. 2018 – Present)

- Design and implement full-stack feature requests for supported web applications
  - Database design and creation
  - Server code for application control
  - Unit testing covering server API (TDD)
  - Client code for user interface and server communication
- Fix assigned bugs adding regression tests as needed.
- Review other engineer's code ensuring quality and maintainability best practices
- Designed and implemented unit testing framework making a consistent easy way of writing unit tests for the other engineers to use.
- Designed and implemented automated integration testing to ensure quality in application's end-to-end user experience.

#### Highwire Games LLC, Programmer (Feb. 2017 – Jan. 2018)

- Shipped Golem, PlayStationVR (Sony exclusive)
- Responsible for all aspects of implementing game menu systems including workshop style using multiple categories and items in each. (Unreal Engine / C++)
- Volunteered for ad hoc testing on my own time, filing bugs in the database with confirmed repro steps.

#### Kaio Interactive LLC, Programmer (Nov. 2015 – Feb. 2017)

- Responsible for all programming for Virtual Reality (Oculus) Pet Simulator prototype. (Unity3D/C#)
- Developed tool converting background texture into vertex colored mesh, made into Unity plugin with custom editor interface. (Unity3D/C#)
- Researched real time terrain mesh generation from point cloud data stream using Intel RealSense camera creating a proof of concept prototype. (Unity3D/C#/C++)
- Implemented gameplay for non-player characters for Magic and Magnums sand box game shown at GDC 2016. (Unity3D/C#)

### Education

#### Academy of Interactive Entertainment, Seattle WA (2014 – 2016)

Advanced Diploma of Professional Game Development Programming

#### ITT Technical Institute, Tukwila WA

*Completed 7 of 8 quarters towards Associates Degree in Electrical Engineering*