John Hershberg

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[Portfolio](#)
[LinkedIn](#)
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Employment History

UrsaLeo

Software Developer   June 2021 - Present

- Unity developer working in **C#/.net**.
- Built 3D data visualizations using Unity and D3.js.
- Created integration layer between Unity and **iOS React Native** wrapper app using **Swift**.
- Created company's customer web portal using **React** and **AWS**, with automated testing using **React Testing Library** and GitHub actions.
- Mentored peers using React and **React Native** to expand customer-facing features, and adding native functionality.
- Working with UI/UX team to plan, scope, and implement new UX flows.

Kazoo Games

Unity Developer   Dec 2020 - May 2021

- Working as developer on UI and VFX systems using Unity.
- Programming and executing UI, menus, and VFX interactions.
- Implemented camera gesture system.

WayForward Technologies, Inc   April 2019 – Dec 2020

- Responsibilities include user-interaction systems for mobile games, such as UI, visual feedback, cross-platform continuity.
- Responsible for performance monitoring on mobile systems.
- Worked in game engines in C#, responsible for **shader** code.

Personal Projects   January 2019 – Present

- [Chat System](#). A real-time chat system in **React** and **Nodejs**. Backend done with **node** and **express**, frontend with React. Using **socket.io** for the **websocket** chat, and **Postgres** for database with **GraphQL** for queries. ([GitHub backend](#)) ([GitHub frontend](#))
- [Solar System Visualizer](#). An app visualizing the solar system in 3D. Done with **three.js** for studying web-based visualization. ([GitHub link](#))
- [Currency Converter](#). Made a currency converter app in **React Native** with Redux. Purpose was to learn state management with **Redux**, use data from multiple APIs, and work with animations. ([GitHub link](#))

Professional Skills

React and React-Native	HTML, CSS
JavaScript, Typescript, ES6	Testing (Jest, React Testing Library)
Node.js, Express	WebGL, Three.js, D3.js
.Net Core	REST, GraphQL