John Hershberg

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[Portfolio](#)
[LinkedIn](#)
[Github](#)

Front-end developer with a background in the gaming industry. Effective at adapting to new technologies, and creating solutions in complex projects.

Employment History

Kazoo Games

Unity Developer   Dec 2020 - Present

- Working as developer on UI and VFX systems using Unity.
- Programming and executing UI, menus, and VFX interactions.
- Programming camera gesture system.
- Creating in-game and UI VFX for the project.
- Participate in code reviews with other engineers.

WayForward Technologies, Inc

April 2019 – Dec 2020

- Game developer focused on user interaction in a mobile environment.
- 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](#). A web app for viewing the solar system in 3D. Done with three.js for the purpose of studying web visualization technologies. ([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)
Version Control Software (Git, Subversion)	Responsive UI Design
Node.js, Express	WebGL, Three.js
Redux	REST, GraphQL