

John Hershberg

johnher@gmail.com

[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

WayForward Technologies, Inc

Tech Artist

April 2019 – Present

- Technical artist focused on user interaction in a mobile environment.
- Responsibilities includes user-interaction systems for mobile games, such as UI, visual feedback, cross-platform continuity.
- Worked in game engines in C# and C++, responsible for shader code.

Personal Projects

January 2019 – Present

- [Chat System](#). A real-time chat system in React and Nodejs. Purpose of this project was to study Nodejs and testing. Backend done with node and express, frontend with React. Using socket.io for the websocket chat, and Postgres for database. ([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](#))
- [Firepointe](#). Made an app for a local church. Purpose was to study web development tech. App was made using React Native with the purpose of studying javascript. Also made a backend in dotnet for the purpose of studying C#. ([Github link](#))

Various

Artist in the Video-Game industry

January 2011 – July 2017

- Worked as an artist in the Video-Game industry

Professional Skills

React and React-Native

HTML, CSS

JavaScript, Typescript

Responsive UI Design

Version Control Software (Git, Subversion)