

Kate Johnson

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SUMMARY

I am a Master's student in Computer Science and a software engineer with several years of experience in developing, troubleshooting, and maintaining software applications. My extensive knowledge spans the software development lifecycle, various programming languages, and database systems. With a proven track record in developing complex software solutions and conducting technological research, I am eager to leverage my knowledge and skills to contribute to the successful delivery of innovative and effective solutions.

EXPERIENCE

Software Engineer

Popcorn Network

July 2022 - Present

- Developed efficient trading algorithms and strategies for digital assets, increasing profit and trading volume.
- Applied advanced mathematical techniques and statistical analysis of financial data using Python.
- Improved system performance by an average of 15% through performance tuning, and achieved 95% code coverage with automated testing systems.
- Implemented object-oriented architecture and automated build processes, resulting in a reduction of deployment time by 40%.
- Developed 10+ features and modules in Python, Go, and TypeScript for existing applications, improving user experience and increasing customer satisfaction levels.
- Assisted in the migration of legacy applications systems to modern technology stacks, streamlining software engineering processes and improving efficiency by over 50%.

Software Engineer

THE rAve Agency

August 2021 - May 2022, US, NC, Chapel Hill

- I assisted with all projects regarding web development, app development, and software engineering. I was the agency's lead emerging technology engineer for augmented and virtual reality.
- Designed and implemented an augmented reality filter that was used by over 100,000 people worldwide.
- Engineered augmented reality games, shopping, and promotional experiences for online and tradeshow events attended by over 20,000 people.
- Created an interactive virtual reality experience showcasing the power of VR technology and the comfortability of VR experiences using Unity3D and C#. The experience increased customer retention by around 10%.
- Conducted extensive research on emerging technology and wrote a thesis on the topic, focusing on the progression of augmented and virtual reality.

Software Engineer

Orange County Sustainability

January 2019 - May 2020, US, NC, Hillsborough

- Improved SEO for the website by editing and adding tags to HTML pages and increasing the frequency of updates to the website.
- Improved backend JavaScript code by refactoring the code to use the MERN stack.
- Developed new features for the web application using Java and JavaScript.
- Improved the company's advertising campaign by creating new web graphics for the site using Photoshop.

PROJECTS

Published Symposium on Augmented Reality Technology

Georgia Law Review, HeinOnline, Westlaw, and Lexis

- A License to Play: Regulating Location-Based Augmented Reality Gameplay on Public Property

EDUCATION

Master of Science in Computer Science

Northeastern University • Boston, MA • 2025

Professional Software Engineering Certification

Columbia University • New York, New York • 4.0

Master's Degree in Emerging Technology Research

The University of North Carolina at Chapel Hill • Chapel Hill, NC • 4.0

SKILLS

Technical Skills: Financial Technology, Digital Asset Trading, Blockchain, Algorithms, Data Structures, Cryptocurrency, Hyper Ledger, Ethereum, Bitcoin, Object Oriented Programming, Agile Methodology, Augmented Reality, Virtual Reality

Software: Python, TypeScript, Javascript, Java, C++, C#, Golang, Ruby, Git, Bash, MATLAB, Numpy, Pandas, Matplotlib, Jupyter Notebook, Tensorflow, Pytorch, Flask, SQL, Mysql, PostgreSQL, Mongo Db, GraphQL, Restful APIs, Reactjs, Unity, Unreal Engine