Kate Johnson

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SUMMARY

Experienced Senior Software Engineer specializing in financial systems and full-stack development. Skilled in building scalable, high-performance applications using technologies such as TypeScript and React. Proven track record in optimizing system performance and leading strategic initiatives. Committed to writing high-quality code, collaborative teamwork, and delivering impactful products that enhance user experiences.

EXPERIENCE

Senior Software Engineer
Consensys   **October 2023 - October 2024**
- Led full-stack engineering projects using TypeScript, delivering scalable and maintainable solutions.
- Built and maintained unit and end-to-end tests to ensure high-quality code and robust application performance.
- Developed mobile applications using React Native, enhancing the user experience for blockchain-related products.
- Created APIs and internal products adopted across multiple teams, including Security and Assets, fostering company-wide collaboration.
- Contributed to the multichain initiative as part of the core team, enabling cross-chain compatibility and expanding product capabilities.

Software Engineer
Popcorn Network   **July 2022 – October 2023**
- Developed full-stack applications using TypeScript, contributing to both front-end and back-end features.
- Built and deployed Smart Contracts in Solidity, leveraging blockchain technology for secure and efficient solutions.
- Optimized system performance, achieving a 15% increase through performance tuning and maintained 95% code coverage with comprehensive automated testing.
- Implemented object-oriented design and automated CI/CD pipelines, reducing deployment time by 40%.
- Assisted in migrating legacy applications to modern technology stacks, improving efficiency and engineering workflows by over 50%.

Software Engineer, Lead Augmented and Virtual Reality Engineer
THE rAVe Agency   **August 2021 – May 2022**
- 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.
- Conducted extensive research on emerging technology and wrote a thesis on the topic, focusing on the progression of augmented and virtual reality.

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 · 2025 · 4.0

Master's Degree in Emerging Technology Research
Minor in Augmented and Virtual Reality · The University of North Carolina at Chapel Hill · 4.0

Professional Software Engineering Certification
Columbia University · 4.0

Bachelor's in Environmental Studies
The University of North Carolina at Chapel Hill · 4.0

SKILLS

Languages: TypeScript, JavaScript, Python, Solidity, Golang, Java, SQL
Frameworks & Libraries: React, React Native, Flask, Vite
Tools: Git, Docker, Bash, Selenium, WebDriver
Databases: MySQL, PostgreSQL, MongoDB
Blockchain & Related Technologies: Ethereum, Smart Contracts (Solidity)