

TIMOTHY JOHNSON

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EDUCATION

The Evergreen State College— Olympia, WA

Dec. 2024

Bachelor of Science in Computer Science and Software Engineering

Relevant Coursework: Data Structures and Algorithms, Database Applications, Advanced Database Management, Software Engineering, Network and Security Foundations, Web Applications, Operating Systems, UX/UI/Mobile Dev

TECHNICAL SKILLS

- **Languages:** Java, C/C#, Python, HTML, CSS, JavaScript, SQL, Rust, Visual Basic
- **Skills:** Git, Bootstrap, Linux, Responsive Web Design, Debugging, Troubleshooting, Optimization, Quality Assurance, Documentation, Problem Solving, Collaboration, Time Management, Adaptability, Conflict Resolution, Game Design

EXPERIENCE

Best Buy - Computing Sales/Customer Service | Lacey, WA

Sept. 2018 – April 2021

- Engaged customers with expert product knowledge, boosting sales of GSP Plans and credit cards.
- Delivered efficient service managing returns, pickups, and registers, ensuring satisfaction through conflict resolution.
- Supported a collaborative team by learning and applying new skills to meet customer needs and store goals.

PROJECTS

2024 | **Evergreen State College Farm E-Commerce Website - Front End Developer** | Team of 7

GitHub | [View Project](#)

- Implemented responsive product cards that dynamically display store inventory by pulling data from the database.
- Developed a fully functional, user-authenticated admin dashboard for managing and viewing order details.
- Utilized: HTML, CSS, JavaScript, Bootstrap, User Interface Design, User Experience Design, Database Integration

2023-2024 | **That One Dungeon Desktop Game - Programmer** | Team of 2

Steam | [View Project](#)

- Created a 2D top-down dungeon crawler and released Demo on Steam.
- Utilized: C#, GDScript, Godot 4 Game Engine, Inheritance

2022 | **JavaFX Desktop Scheduling Application - Developer** | Team of 1

GitHub | [View Project](#)

- Connected application to MySQL server and designed user-friendly interface for users to update the database.
- The application verifies the user's identity using an authentication system and then displays appointment data.
- Users can add new appointments, edit existing ones, delete past appointments, or view detailed reports of the data.
- Utilized: Java, FXML, MySQL, PostgreSQL

2022 | **School Term Scheduler Application - Developer** | Team of 1

GitHub | [View Project](#)

- Designed a hierarchical navigation system using the user interface to traverse between term pages.
- Displayed data for users to edit updated stored data imputed by users on the SQLite server.
- Sent push notifications to remind users of term, course, or assessment end dates.
- Utilized: Java, Android Studio, SQLite, XML

2021-2022 | **Hooked! AutoFisher Mobile Game - Programmer** | Team of 2

Google Play Store | [View Project](#)

- Used Unity Game Engine to create a 2D fishing game and deployed it on the iTunes and Google Play Store.
- Programmed Touch Controls to read user inputs and implemented ads to earn revenue from user impressions.
- Utilized: C#, Unity Game Engine, Android SDK, Xcode, Mobile

2020 | **Cubicka 3D LWJGL Voxel Engine - UI/UX Designer** | Team of 3

GitHub | [View Project](#)

- Researched and designed a 3D world coordinate system to generate textures and shaders.
- Enhanced gameplay by optimizing rendered voxels, designed GUI, and improved overall user experience.
- Utilized: Java, LWJGL, User Interface Design, User Experience Design, Optimizations, and Bug Fixes