Nathan Johnson

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github · LinkedIn

Projects

TuneHub · live · github   **Full-Stack:** *Javascript, Ruby on Rails, React*
Fully-featured music-sampling site with multiple user features in a single-page format.
- Queried a SQL database from React frontend through a Rails backend
- Designed a joins table in PostgreSQL to allow users to follow artists
- Implemented song player, search, and user authentication as key features

Penelope the Penguin · live · github   *Javascript*
Endless survival game based on a classic helicopter game but with a twist
- Created a simple game that can be played on the browser
- Formulated algorithms for swimming physics and impact detection
- Rendered shapes representing penguin, walls, game background, and obstacles

aNSR · live · github   **Full-Stack:** *iOs/Swift 3, Firebase*
Polling app for friends in iOs that allows users to post and vote on contentious questions
- Implemented full user authentication with a Firebase backend/database
- Built in a question/answer/vote system that persists to database
- Designed a clean and colorful representation of vote data with graphs

Education

App Academy · San Francisco, CA · November - February 2016
Full-stack web development course
- Rigorous 1000-hour web development course with <3% acceptance rate
- Topics include: Rails, JavaScript React, TDD, scalability, algorithms, OOP, coding style, single-page apps, and web development best practices.

Clemson University · BS · Electrical Engineering · Merit Scholar · 2012
- **Curriculum Highlights**: Circuit Theory & Design, Systems Programming, Electronics, Assembly Microcontroller Project, Electromagnetics

Experience

Meshify · Apr 2017 -Present
Software Engineer
- Launched a completely new revamp of a 10-year old application core with a modern software stack, frameworks and libraries
- Created amazing experiences for users by developing UI and UX for a SaaS to interface with Meshify's event-driven API

Skills

- JavaScript
- Ruby on Rails
- React.js
- CSS
- Redux
- SQL
- Git
- Bootstrap
- HTML
- Swift
- Redis
- jQuery
- npm(Node.js)
- C
- Riot.js
- Golang
- Firebase
- Visual Basic