Josiah Johnson

209-568-7740 | thetiedyeguy42@gmail.com | https://www.github.com/thetiedyeguy

EDUCATION

University of California - Davis

Bachelor of Science in Computer Science, September 2024

Gained experience in topics such as machine learning, computer architecture, operating systems, and computer graphics.

SKILLS

Automation, Communication, Web Development, App Development, and Adaptability *Programming/Scripting Languages:* Python, JavaScript, SQL, C/C++, Java *Frameworks and Tools:* Git, Express, PostgreSQL, React, NodeJS, and Love2D

EXPERIENCE

Freelance Software Engineer

Curated online clients | October 2024 - Present

- Built full-stack websites on AWS for small businesses and individuals
- Create personalized systems to suit the needs of the client
- Automated everyday work tasks

Software Engineer

University of California, Davis - Student Unions | May 2024 - October 2024

- Built and tested a Python script to convert Vectorworks event diagram files into comprehensive Word document manifests.
- Initiated and led the project by proposing the idea to management and obtaining approval.
- Automated event documentation process, improving efficiency and accuracy for event planning and execution.

Event Staff

University of California, Davis - Student Unions | May 2024 - October 2024

- Set up tables, chairs, and serving stations in preparation for events.
- Monitored events for needs, problems, and emergency situations.

Programming Instructor

Modesto Academy of Music and Design, Modesto, CA | June 2021 - August 2023

- Instructed students aged 10-18 in programming languages, including Python and JavaScript.
- Created lesson plans and curriculum materials.

Personal Projects

tiedyeguy.org

Full-Stack PERN (PostgreSQL, Express, React, and NodeJS) website that provides storage and acts as a testing ground for most of my other projects, as well as a place to hone my web development skills. Setup a NGINX Ubuntu server on an old desktop to host it.

Love2D Games

Recreated some classic games like Snake using the Lua framework Love2D. Currently working on my own original card game with Love2D.