

Bryce Johnson

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Profile

Full Stack Developer with a focus on front end development and background in architecture and design. With a Master of Architecture and professional experience in graphic design, industrial design, and 3D rendering/animation, I am adaptable and always looking to develop new skills in order to create user-focused experiences. My strength is being able to combine design-thinking and problem solving with the ability to learn new technical skills in order to produce creative outcomes.

Experience

DESIGNER AND 3D ARTIST, DIJT (NOW FREEHIVE), SALT LAKE CITY, UT - 2011-2017

Designer and Partner working on projects in multiple design disciplines. Designed a fabrication method to rapidly prototype and build a series of iPad enclosures that developed into an entire product line for a company.

FREELANCE DESIGNER AND 3D ARTIST, AARKITEKKT – 2018-CURRENT

Helped System76 take an unfinished prototype and produced studio quality imagery of their product for design iteration and marketing collateral before final production was complete.

Projects

WORKOUT TRACKER

Designed and developed a full stack application which allows a user to catalogue their workouts and recall them for future use.

Repository: <https://github.com/aarkitekkt/workout-tracker>

Deployed: <https://aarkitekkt-workout.herokuapp.com/>

Tech used: MongoDB, Mongoose, Express, Bootstrap, jQuery, NodeJs

EARTHQUAKE TRACKER

Designed the UI and developed the React front-end of a full-stack application to display earthquake data from the USGS according to a user search.

Repository: <https://github.com/aarkitekkt/Earthquake-Tracker>

Deployed: <https://epicenter-earthquake-tracker.herokuapp.com/>

Tech used: MongoDB, Express, Bootstrap, React, NodeJs, Auth0

Education

Full Stack Bootcamp Certificate, University of Utah • 2020

Master of Architecture, University of Utah • 2011

Bachelor of Architectural Studies, University of Utah • 2009

Skills

HTML, CSS, Javascript, React, jQuery, Bootstrap, Node, MySQL, MongoDB, Photoshop, Illustrator, Blender 3d, Rhino 3d