

# Andrew Johnson

United States, Michigan

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Seasoned software engineer with 3+ years of experience in developing innovative software solutions across the technology and software industries. Proficient in software development, web development, and distributed systems, with a proven track record of delivering high-quality, user-centric applications and systems.

## SKILLS

**Skills:** C#, JavaScript, SQL, C++, React, Express (nodeJS), Visual Basic, Unity API, Calculus, Linear Algebra

**Applications:** Git, Unity, Visual Studios, Visual Studio Code, JetBrains, Jira, Confluence, Linux, Node Package Manager, Windows Forms

## WORK EXPERIENCE

### Space Grid AI

#### *Head of Product*

St. Petersburg, FL (Remote) | Sep 2024 - Jan 2026

- Orchestrated the integration of external APIs into the Digital Twin application, enriching its capabilities with real-time data feeds.
- Mentored Junior Developers
- Managed a small development team (art and programming)
- Ran scrum
- Led Product Design and Development
- Developed Digital Twin using Unity, and C#
- Met with customers for feedback during development cycles
- Interviewed potential hires

### ECS Inc

#### *Software Engineer II*

Unity, Visual Studios | Apr 2023 - Oct 2023

- Employed C# to build a resilient and scalable architecture for the mobile application and VR trainer, resulting in a measurable reduction in reported bugs.
- Developed a mobile application for viewing the Air Force's Airman's Manual in Unity.
- Developed a trainer in VR for treating Military Dogs experiencing heat related injuries.

### SmokerCraft Inc

#### *Systems Developer*

New Paris, IN | Dec 2022 - Apr 2023

- Developed small applications using Visual Basic for the purpose of aggregating and displaying data for departments such as sales and marketing.

### SSE Inc, The Boeing Company

#### *Programmer*

Jacksonville, FL | Nov 2021 - Nov 2022

- Developed simulation systems for Virtual Maintenance Trainers (VMT) via Qt Creator and C++ in a Linux environment
- Developed a Virtual Maintenance Trainer (VMT) of a missile silo in VR using Unity and C#
- Developed Virtual Maintenance Trainers (VMT) for Military Aircrafts, such as F-15, P-8A using Unity and C#

## EDUCATION

### Full Sail University

Winter Park, FL

Bachelor of Science - Game Development

Jul 2019 - Oct 2020