# Andrew R Johnson
# Software Engineer

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## About Me

I'm a versatile **software engineer with 4+ years of experience**; spanning **game development, web development, and VR** across both defense and commercial sectors. I've had the opportunity to build software for organizations including **Boeing, the U.S. Army, the U.S. Air Force,** and leading maritime companies such as **Bardex and ASSIST Marine.** I'm proficient in **C#, C++, JavaScript, and TypeScript** with a strong foundation in **Unity** and modern web technologies. I love problem solving and I'm looking to bring my skills to a team where I can contribute and grow.

Outside of work, you'll find me on a hiking trail, out on the lake, traveling with my partner, or walking my dog.

## Skills & Tools

**Languages:** C#, C++, JavaScript, TypeScript, Visual Basic, SQL
**Engines & Frameworks:** Unity, React, Vite, Express
**Tools & Software:** Visual Studio, VS Code, Git, Plastic SCM, Qt Creator, Jira, Confluence, Figma, Vercel
**Soft Skills:** Leadership, Mentorship, Team Management, Cross-Functional Collaboration, Customer Engagement, Hiring & Interviews

## Career Summary

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|---|---|---|---|
| **Head of Product** | Space Grid AI Inc. | St. Petersburg, FL (Remote) | *(2024–2026)* |
| **Software Engineer II** | ECS Inc. | Orlando, FL (Remote) | *(2023)* |
| **Software Developer** | Smokercraft Inc. | New Paris, IN | *(2023)* |
| **Programmer** | SSE Inc. | Jacksonville, FL | *(2021–2022)* |

# Work Experience

### Head of Product / Lead Unity Developer

Space Grid AI — Remote (November  2024 – January 2026)
- **Led design and development** of Space Grid's core platform in Unity
- **Managed a small team of developers and artists**, providing mentorship to junior developers
- **Engaged directly with customers** to gather feedback and inform product direction
- Played a key role in building the team by leading interviews and evaluating new hires
- Championed company growth by taking ownership across product, strategy, engineering, and operations

### Software Engineer II

ECS — Orlando, FL (April 2023 – October 2023)
- **Developed a mobile application** for the U.S. Air Force using Unity
- **Designed and developed a VR training simulation** for military personnel
- **Provided mentorship** and technical guidance on Unity to junior team members

### Systems Developer

Smokercraft — New Paris, IN (January 2023 – April 2023)
- Developed internal applications using Visual Basic to **streamline data workflows** across departments
- **Automated data aggregation** from the company's ERP system into reports

### Programmer

SSE Inc. — Jacksonville, FL (November 2021 – November 2022)
- Developed virtual maintenance trainers (VMTs) in Unity for F-15 and P-8A aircraft platforms
- **Built a VR simulation** for a missile silo maintenance trainer
- Engineered systems in C++ using Qt Creator in a Linux environment for the simulation engine

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# Education

### Bachelor of Science — Game Development

Full Sail University, Winter Park, FL (2019-2021)