# Bailey Johnson
## Full-Stack Software Engineer
baileyjohnson.io

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## Skills

| Languages | | Frameworks, Libraries & Technologies | | |
| --- | --- | --- | --- | --- |
| - JavaScript | - Python | - Node.js (Express & JWT) | - Flask | - ASP.NET |
| - Java | - C# | - React (Jest) | - GraphQL | - Redis |
| - C/C++ | - VB | - SQL (Postgres, Server) | - MongoDB | - Docker |
| - HTML5 | - CSS3 | - DigitalOcean | - Netlify, Heroku | - Jenkins |

## Experience

**NASA / KBR, Inc. (Houston, TX)**                                    June 2020 - **Present**
Software Engineer

- Developed a bulk editing tool for a property management web application in ASP.NET 3.5 with C# (vanilla JavaScript & jQuery for the frontend), completely eliminating the manual submission/change process for our property database.
- Communicated with stakeholders to develop features and resolve issues for user stories in session-management web services (Java & C/C++).  Fulfilled all unit testing requirements.

**WetStone Technologies (Myrtle Beach, SC)**                    November 2018 - April 2020
Python Developer & Malware Analyst Intern

- Developed back-end automation scripts using Python (Selenium, BeautifulSoup) for the collection and analysis of indicators-of-compromise (IOCs), improving detection rates in the company's digital forensics tools and reducing manual processing time by appx. 75%.
- Implemented changes to an internal Flask API and it's front-end dashboard (vanilla JS + Bootstrap) that rendered near-live IOC collection statistics.

**DNS Filter (Myrtle Beach, SC)**                                    October 2016 - April 2017
High-School Software Development Intern

## Active Projects

**mapqueue.io**

A tool for easily creating & sharing queues of beatmaps for the online rhythm game "osu!". Pairs with **queuebot** (view on Github).

**Tools**: TypeScript, React, Node.js, JWT, PostgreSQL, Netlify, DigitalOcean, Jenkins…

**ornithology.io** (Work-in-Progress)

A multiplayer game inspired by the tabletop game "Wingspan". Features (near) real-time interactions via WebSockets.

**Tools**: TypeScript, React, Node.js, Express, GraphQL, Socket.io, Redis, MongoDB…

## Education

**Coastal Carolina University (Conway, SC)**                    August 2017 - May 2020
B.S. in Computer Science, Magna Cum Laude

- Elective coursework in parallel computing (C + MPI), scientific modeling (Pandas + Matlab), machine learning (Python + Prolog) and software engineering (React + Java + MySQL).

References available upon request.  For live demos and links to the source code of the projects listed above (as well as others), please visit my digital portfolio at **baileyjohnson.io**.