Cameron Johnson
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Education

University	Oregon State University - 2008 – 2012
Degree	Bachelor of Science
Major	Computer Science
Minor	Business Management & Entrepreneurship

Technologies

Backend	Python, Typescript, PHP, Java
Frontend	JavaScript, React, Next.js, HTML5/CSS3
Databases	MySQL, SQLite, Redis
Infrastructure	Docker, Kubernetes, Jenkins, Google Cloud Platform, GitHub
Libraries	Laravel, Bootstrap, Tailwind, Djanjo, Framer Motion, Flask, Pandas, Playwright, Pest, Webpack, Yarn
Skills	Web Development, API Design and Integration, CI/CD, Automation Testing

Projects

- **Applovin** – **Text Tool**
  - Tech stack: Laravel, Node.js, Tailwind, MySQL, Docker, Kubernetes and Google Cloud Platform
  - A web application designed for game engineers and localization teams to efficiently manage in-game content for mobile game studios. Key features include OKTA authentication, import/export capabilities, a JSON-based RESTful API, and Redis-powered background jobs for efficient task processing.
- **Applovin** – **Web Portal**
  - Tech stack: Strapi CMS, TypeScript, React, Next.js, and Chakra
  - A web store application that enables mobile game users to purchase in-game items and read content blogs. Developed custom APIs for real-time product updates and a seamless checkout experience, collaborating closely with UI/UX designers to optimize usability and enhance the overall user experience.
- **TransPerfect – ATMS**
  - Tech stack: Node.js and AWS
  - An internal ticket management application to automate the extraction of content from AWS and assign translation requests to vendors.

Work Experience

- **Applovin – Software Engineer - July 2021 – July 2024**
  - Contributed to the SDLC in an Agile environment, conducting code reviews and implementing automated testing with GitHub. Improved deployment efficiency by creating GitHub Actions workflows and optimizing CI/CD pipelines with Jenkins and Python, streamlining integration and deployment across multiple applications.
  - Collaborated with localization and customer service teams to develop solutions aligned with business goals.
- **Facebook – Software Engineer - January 2020 – July 2021**
  - Developed data pipelines using Python and MySQL to enable long-term statistical forecasting, streamlining content preparation for translation and significantly improving efficiency.
  - Developed automation rules for an internal ticketing management system, including backend logic for dynamic tagging based on products and users.
- **TransPerfect – Software Localization Engineer - September 2015 – September 2019**
  - Developed automation tools to streamline backend production processes.
  - Collaborated with project management and sales teams to devise backend strategies for localizing client content, ensuring adherence to client requirements and maintaining data integrity throughout the processes.
- **Polycom – Software Engineer - September 2013 – May 2015:**
  - Migrated a legacy Android application into a React and Java-based single page web application enabling users to initiate and manage company meetings, focusing on robust backend functionality and scalability.
  - Enhanced and integrated new features into a legacy Java application that managed the configuration of meeting rooms with hardware devices, improving system performance and user experience.