

Charles Johnston

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Versatile Software Developer with 5 years of experience building iOS apps, backend systems, and machine learning models. Seeking to rejoin the tech industry with fresh skills and a proven history of shipping production code in cross-functional teams.

Skills

Programming Languages: Python, Swift, Objective-C, JavaScript, C#, SQL, HTML, CSS, Go, PHP, C++
Mobile Development: Native iOS, MVC, MVVM, Push Notifications, Auto layout, Interface Builder
Tools & Platforms: Git, Docker, Xcode, VS Code, PostgreSQL, Jira
Software Development Practices: OOP, RESTful APIs, Agile, SCRUM, Design Patterns, JWT
Machine Learning: Regression, Gradient Descent, Reinforcement Learning, TensorFlow/Keras

Projects

- [MTG Game Predictor](#) 2025-Present
Full-stack web app with Go backend, PostgreSQL database, and Docker-based E2E testing via Cypress. Includes multiple ML models (boosted decision trees, neural networks). Frontend built in React, deployed separately. Implemented JWT authentication system.
- [Bonk](#) 2024-2025
Designed and developed a rhythm-based idler game in Unity using C#. Simulates pendulum motion and generates polyrhythmic audio in real time. Integrated Steamworks SDK to publish the game on Steam.
- [AI Chess Engine](#) 2024
Built a reinforcement-learned chess engine using TensorFlow and Python. Trained in Google Colab. Frontend UI built with HTML/CSS/JavaScript to allow gameplay against the model.

Experience

- HVAC Technician | Aire Central September 2020 – July 2024
Diagnosed, repaired, and installed residential and commercial HVAC systems. Managed complex on-site issues and ensured customer satisfaction across high-stakes projects.
- iOS/tvOS Application Developer | Foothills Consulting Group August 2015 – June 2018
Led efforts on mobile DVR and streaming apps. Collaborated with backend engineers to deliver next-gen features, including Cloud DVR and Download-and-Go. Key player in debugging video playback and network proxy tools (e.g., Charles Proxy).
- iOS Application Developer | Unbounded Solutions June 2013 – August 2015
Delivered multiple apps from concept to App Store release. Integrated Google Places API and Bluetooth printing. Optimized UI responsiveness with GCD to avoid main thread blocking.

Education

- Deep Learning Specialization - Coursera Jan 2025 – Apr 2025
Machine Learning Specialization - Coursera Jul 2024 – Oct 2024
Boot.dev – Python, OOP, Linux, Go, Git, Functional Programming Feb 2024 – Sep 2024
Associates Degree in Game Development - Gwinnett Technical College Aug 2010 – May 2012