



WEB DEVELOPER AND GAME DESIGNER

KYLE JOHNSON

Phone
(856) 745-0208

Email
kylejson@mail.com

Portfolio
www.kylejson.com

Github
www.github.com/kylejson

Education

Rutgers, The State University of New Jersey

Information Technology and Informatics Major
Computer Science and Philosophy Minors

Relevant Coursework:

- CS-111** Introduction to Computer Science (Java)
- CS-112** Data Structures (Java)
- CO-103** Introduction to Information Technology and Informatics
- IT-200** Social Informatics
- VA-425** Web Authoring
- IT-201** Computing Concepts (Python)
- IT-202** Object Oriented Programming (Java)
- IT-471** Game Design Methodology
- IT-320** Web Design (HTML,CSS,PHP)
- IT-330** Advanced Web Design (Full-Stack Javascript) *Current*
- IT-210** Management of Technological Organizations *Current*
- IT-410** E-commerce (PHP/MYSQL) *Current*

Extracurricular Activities:

Member of the Undergraduate Alliance of Computer Scientists, [USACS](#).
Avid participator in hackathons.
Video Games, competitive and casual.

Skills:



Experience

Software Development Intern

Grooveshark · June 2013 – July 2013

UI/UX **Web Development** **Debugging**

As a part of Grooveshark's Summer with the Sharks program, I participated in Grooveshark University, a training class in Software Development. The month long class covered front-end basics (HTML,JQuery,Less CSS), server side programming (PHP,MySQL), templating (Smarty), version control (Git,Github), and more advanced topics like internal tool structure and backbone.js. After the first month I read a lot of code, explored bugs, and worked on a challenging and fulfilling project.

Software Development Intern

Tapshield · July 2013

UI/UX **Backbone.js** **Parse**

While spending my summer in Gainesville with Grooveshark, I had the opportunity to work with one of the startups in their incubator space, Tapshield. TapShield is an emergency service mobile/web application. I added some functionality to their web application interface, Shield Command. During this project I learned about Backbone.js and Parse. I implemented features such as mass alert push notifications, and real time chat with backbone and the parse javascript sdk. I also made a few UI/UX changes.

Web Development Intern

Rutgers University Student Life Office of Marketing and Communications · Spring semester 2013 - present

Game Design **HTML/CSS** **PHP** **MySQL** **Laravel** **Javascript**

Building websites and web applications for student organizations and events, using web development technologies for full stack development. I also launched a game for Rutgers Geek Week.

Lab Consultant

Rutgers University Office of Information Technology · March 2012 – present

Customer Service **Public Speaking** **Troubleshooting**

Responsible for providing computer related support services to the university community, desktop troubleshooting, keeping statistics of lab usage, and general lab maintenance. Promoted to Resnet dispatch consultant Spring 2013.