

Evan Johnson

MOBILE SOFTWARE ENGINEER

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Professional Experience

Twitch

SOFTWARE ENGINEER II, COMMUNITY DISCOVERY

March 2023 - Present

- Lead Android engineer for the Mobile Discovery Feed product launch:
 - Prototyped initial feed within the home screen to quickly receive design feedback on functionality and behavior from stakeholders
 - Wrote the technical specification document and delegated defined functionality to other engineers within the team
 - After the soft launch, took user feedback and built out features to simplify the user experience
 - Refactored legacy state management code into internal Rx architecture
- Mentored new hires in Twitch's apprenticeship program, which brought in professionals from different disciplines looking to transfer into software engineering
- Defined our team's operational excellence (OE) goals in conjunction with an iOS representative. Our OE processes included on-call requirements, analytics dashboards for feature launches, and pushed engineers to pursue quality via unit testing, integration testing, and quicker feedback cycles with product teams
- Participated in Content Classification Labels, a cross-team initiative to protect Twitch users against inappropriate content

SOFTWARE ENGINEER II, COMMUNITY ENGAGEMENT

November 2018 - March 2023

- Lead Android engineer for the Channel Points product launch. This much requested feature was beloved by the Twitch community and rolled out successfully to thousands of streamers and millions of viewers
- Built an in-chat notifications system for Community Highlights, to deliver high priority content to users viewing a stream.
- Led multiple engineers for Predictions the follow up feature to Channel Points. The software systems for Channel Points and Community Highlights were easily integrated into Predictions
- As Release Coordinator, managed the release of the Twitch application with over 100M downloads and roughly 5M daily active users
- Mentored new graduate hires with guided code reviews, first production feature launches, and project breakdowns
- Laid the ground work for our UI Component Library by prototyping several different components within Jetpack Compose

Hiya

SOFTWARE ENGINEER II, MOBILE CLIENT TEAM

May 2016 - November 2018

- Led engineering efforts for Android AT&T Call Protect application including:
 - Introduction of a paid tier
 - Overhaul of UI elements to adhere to accessibility requirements
 - Continuous improvement to a clunky login process
- Collaborated with AT&T product team to determine task priority
- Directed experimental initiatives for Hiya Pure so we could quickly iterate on new features and maximize delivered value for our users
- Contributed to several internal engineering initiatives such as our release notes generator, competitor comparison tool, and call spoofer
- Mentored our intern and guided her first production software experience

Whitepages

SOFTWARE ENGINEER, MOBILE CLIENT TEAM

May 2015 - May 2016

- Refactored the Whitepages Caller ID application which enabled users to protect against scammers and unwanted callers
- Implemented multiple social features to increase natural growth
- Transitioned Whitepages Caller ID to rebranded Hiya Pure application
- Migrated all Parse data from managed DB to our MongoDB instance

CDK Global

FRONT-END SOFTWARE ENGINEER, SMART CONTEXT TEAM

June 2013 - May 2015

- Developed the UX for the Engagement Map, a product to visualize user engagement within client websites
- Conducted data analysis and constructed mathematical formulas on widget performance so clients further understand website interaction
- Wrote several REST services to bring data from our MongoDB instance to the Engagement Map
- Developed production software applications in both JavaScript and Java using test driven development (TDD)
- Organized and led a front-end engineer continuous improvement initiative to help team members develop internal best practices

Pacific Northwest National Laboratories

ELECTRICAL ENGINEER / STUDENT INTERN

Summer of 2010 - 2012

- Designed and implemented tests for an array of data collection sensors and monitoring appliances
- Developed firmware across multiple devices to adhere to the defined software interface
- Created several Android applications to integrate with devices to expand product availability

Education

University of Washington

Seattle, Washington

B.S. IN ELECTRICAL ENGINEERING, MINOR IN MATHEMATICS

2009 - 2013

Skills

Programming Languages & Frameworks: Kotlin, Java, Android SDK, Jetpack, ReactiveX, Python, React, HTML/CSS, Svelte/SvelteKit, GDScript, C#

OS & Tools: Mac OS, git, GitHub, Android Studio, IntelliJ IDEA, VSCode, Unity, Godot

Technical Projects

Just One Marble League A one-time-only league for my friends and family to celebrate and compete alongside the teams of Jelle's Marble Runs. I built this website in hopes of learning more about modern web development, specifically focusing on React and AWS. The backend was built with AWS Amplify for continuous deployment, a single endpoint on AWS API Gateway that aggregated data on a simple Lambda function. Records were pulled from a DynamoDB instance that stored players' wagers as well as the marble league results.

[Source Code](#)

Track Four Infinite runner mobile game built in Godot using [GDScript](#), a python like language. Integrations with Google AdMob Launching end of February 2024.

[Source Code](#)

Advent of Code Annual December coding contest where each day, two programming problems are unlocked. I have been a participant for over 5 years, and currently have 240 problems completed. I built a tool to quickly generate necessary boilerplate code using [KotlinPoet](#) and a small query to pull the content from [Advent of Code](#)

[My solutions \(So far\)](#)

Ralph and Robby A website to not only learn modern web development with [SvelteKit](#) but also a way to pursue interests in making games. The frontend is built with Svelte and Tailwind CSS. The backend is powered by Firebase Storage, their Realtime Database, and Hosting services.

Fun Facts

- I worked as a Teaching Assistant at the University of Washington and volunteered with [TEALS](#), a high school CS teaching organization.
- Avid chess player always looking to improve my game. I mostly play Rapid, but am always available for Blitz chess.
- Member of an adult soccer league, where I do my best not to injure myself.
- Team captain for a very amateur Heroes of the Storm team: The Dunning-Kruger Knights.