

Evan Johnson

ANDROID SOFTWARE ENGINEER

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Professional Experience

Twitch

SOFTWARE ENGINEER II, COMMUNITY DISCOVERY

March 2023 - Present

- Android engineering lead for the Twitch Mobile Discovery Feed, a redesigned viewing experience for millions of users:
 - Prototyped initial feed within the home screen to receive design feedback on functionality and behavior
 - Wrote the technical specification document and delegated defined functionality to 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, including professionals transferring into software engineering
- Defined our team's operational excellence (OE) goals, including on-call requirements, analytics dashboards, unit testing, integration testing, and quicker feedback cycles with product teams
- Participated in Content Classification Labels, a cross-team initiative to protect Twitch users from inappropriate content

SOFTWARE ENGINEER II, COMMUNITY ENGAGEMENT

November 2018 - March 2023

- Led Android engineering efforts 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 4M daily active users
- Mentored new graduates with guided code reviews, first production feature launches, and project breakdowns
- Initiated the UI Component Library by prototyping several different components

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 to quickly iterate on new features and maximize delivered value
- 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
- 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 to help clients understand website interaction
- Developed production software applications in both JavaScript and Java using test driven development (TDD)

Pacific Northwest National Laboratories

ELECTRICAL ENGINEER / STUDENT INTERN

Summer 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

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 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. Used OpenGL to write shaders to make the game more visually appealing and integrated with Google AdMob. Expected launch end of March 2024.

[Source Code](#)

Advent of Code I have been a participant for over 5 years, and have over 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 my 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. Launching later this year.

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.