Evan **Johnson**

MOBILE SOFTWARE ENGINEER

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Professional Experience

Twitch

SOFTWARE ENGINEER II, COMMUNITY DISCOVERY   *March 2023 - Present*

- PLACEHOLDER

SOFTWARE ENGINEER II, COMMUNITY ENGAGMENT   *November 2018 - March 2023*

- PLACEHOLDER

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 experiemental initiatives for Hiya Pure so we could quickly iterate on new feauters 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 Engagment Map, a product to visualize user engagemtn 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 drive 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
- Created several Android applications to integrate with devices to expact product availability

University of Washington

TEACHING ASSISSTANT   *September 2011 - June 2012*

- Mentored beginning computer science students in their introductory programming courses
- Assissted students in lab every week with homework assignments
- Led twice weekly classes and guided students through homework and focused lessons

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. Integrations with Google AdMob Launching end of February 2024.
Source Code

Advent of Code PLACEHOLDER
Source Code

Ralph and Robby PLACEHOLDER

Fun Facts

- PLACEHOLDER