Jose (Jo) Johnson

https://www.jojohnson.me/

EXPERIENCE

Amazon Seattle, WA

Software Engineering Intern

June 2021 - Aug. 2021

Mobile: (407) 274-6359

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- Successfully designed and implemented a full-stack, cache-centered accounting feature backed by DynamoDB and AWS Lambda
- Used the AWS API Gateway to allow the client to communicate with the database and external cache
- o Integrated this feature into the existing React-based accounting suite

Lockheed Martin Orlando, FL

Software Engineering Intern

Jan. 2021 - May 2021

- \circ Worked in Unity3D to provide advanced visualization solutions for other teams at Lockheed Martin
- Used C# to debug our product as well as add new components that were requested
- \circ Worked on the backend team in the .NET 5.0 framework to implement RESTful services and create endpoints accessed throughout the company

Dr. Sean Szumlanski Orlando, FL

Undergraduate Teaching Assistant

Aug. 2020 - Present

- Hold office hours various times a week helping students with C and Java concepts as well as data structures and algorithms
- o Collaborate with a team of over 20 other students to support Dr. Szumlanski's lectures and assignments

UCF Complex Adaptive System Lab

Orlando, FL

Undergraduate Research Assistant

Jan. 2020 - Dec. 2020

• Worked with Microsoft's Project Malmo, Docker, git, VNC Viewer, and other tools in order to create and run simulation scenarios to research artificial intelligence

EDUCATION

University of Central Florida

Orlando, FL

Bachelor of Science in Computer Science; GPA: 4.00

June 2019 - May 2022

PROJECTS

• TrueCareer Java

- $\circ~$ My own original companion program to NBA 2k19's My League mode
- Helps enable a custom MyPlayer experience within the gamemode, allowing for couch cooperative player careers

• TrashOverflow Javascript

- o Lead front-end developer for our web development class project
- Collaborated on a team of 6 to create a website using the MERN stack that helps roommates communicate about chores via a tasks system and a point/reward structure
- $\circ~$ Can be found at http://trashoverflow.tech/

• OneBullet C#

- Worked on a team of 4 to create a twin-stick isometric shooter set in space
- Developed all enemy AI and contributed towards bullet/ship mechanics

Programming Skills

• Languages: Java, C, Javascript/Typescript, C#, HTML/CSS Technologies: AWS, React.js, Unity3D