Jose (Jo) Johnson

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EXPERIENCE

- **Amazon** — Seattle, WA
  Software Engineering Intern — *June 2021 - Aug. 2021*
  - 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
  - Integrated this feature into the existing React-based accounting suite

- **Lockheed Martin** — Orlando, FL
  Software Engineering Intern — *Jan. 2021 - May 2021*
  - 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
  - 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
  - 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
  - My own original companion program to NBA 2k19's MyLeague mode
  - Helps enable a custom MyPlayer experience within the gamemode, allowing for couch cooperative player careers

- **TrashOverflow** — Javascript
  - 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
  - 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