Sky Johnson

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Education

University of Colorado Boulder, **Bachelor of Science: Computer Science** May 2020
- Major GPA: 3.5, Cumulative GPA: 3.4, Dean's List.
- Relevant Coursework: Capstone: Entrepreneurship, Machine Learning, Biological Networks, Numerical Computation, Database Systems and Design, Chaos Dynamics, Principles of Programming Languages, Algorithms, Comp. Systems.
- Minor in Applied Mathematics (Focus: Theoretical Statistics).
- Relevant Coursework: Markov Chains & Monte Carlo Sims, Statistics, Appl. Probability, Linear Algebra, Diff. Eqs., Calc. 3.

University of Colorado Boulder, **Bachelor of Science: Creative Technology & Design** May 2020
- Major GPA: 3.7, Cumulative GPA: 3.4, Dean's List.
- Relevant Coursework: Physical Computation, Game Development, Web Design, 3D Modeling, Typography, Photography.

Key Projects

Personal Project, A Full Stack Portfolio Website October 2020
- Designed, Developed, and Deployed a full stack application with live data pulled from a cloud hosted API.
- Created a front end using React JS, Typescript, and Semantic UI with Sass on Netlify. A dockerized back end hosted on a Digital Ocean VPS with NodeJS, GraphQL, PostgreSQL, and Apollo with user Authentication for updating information.

Full Stack Web Developer, Libnosis: Senior Entrepreneurial Capstone June 2019 - May 2020
- Designed a functional PaaS for data scientists and academics to rapidly share, collaborate, and release ML models.
- Competed in the 2020 New Venture Start up Challenge hosted by CU for rising startups.
- Built a full stack web app to interact with a GCP cloud from dockerized ML containers, allowed users to view, manage, and update live models running in production.

Class Project, Human Contact Networks with GANs May 2020
- Implemented a random graph model from a Generative Adversarial Network trained on Human Contact Network data for simulations with compartmental models to study infectious spread over a population with Python and NetworkX.
- Utilized Tensorflow and Keras to design and train the GANs, then NetworkX to compare vs real world network data.

Systems Engineer and Project Manager, Buffs Racing, Formula SAE CB-1 Race Car January 2018 - May 2020
- Built and managed a team of 40 engineers in building a functional formula style race car.
- Ensured smooth adoption of agile methodology in sub-teams to improve team productivity.
- Transitioned team to leverage cloud provided PDM services on CAD related files to reduce design conflicts.

Work Experience

Research Assistant, IronLab, University of Colorado Boulder Colorado, January 2019 - December 2020
- Developed software packages using Unity and ROS to vastly decrease time it takes for a researcher to start and implement new Human-Computer/Robotic Interaction experiment in Mixed Reality settings.
- Adapted and streamlined previous research papers to new hardware, such as the HoloLens, Oculus RiftS, and Quest.

IT Student Assistant, University of Colorado Boulder Colorado, January 2018 - December 2019
- Ensured a high level of uptime and rapid service response on university's distance learning and classroom capture.
- Maintained, upgraded, and documented classroom capture servers, equipment and other IT assets of the University with a large team of professionals. As well as created video tutorials and guides on using university assets.

Skills Summary

- Familiar Coding Languages: Typescript (JavaScript), Java, Python, C#, C/C++, R, Arduino, Processing, OpenSCAD.
- Technologies and Libraries: React JS, PostgreSQL, NodeJS, Express, JWT Tokens, AWS, Redis, Docker, Kubernetes, Heroku, Netlify, Git, GitHub, NetworkX, SciKit, MatPlotLib, TensorFlow, OpenCV, D3js, Jest, ROS.
- Software: Adobe Creative Cloud, Unity, SolidWorks, Rhino6, Anaconda, JupyterLabs, Gitlab (CD/CI).