





Justin Golden


Full Stack Web and Mobile Developer

 justingolden.me

 (310) 425-5338

 justingolden@rgbstudios.org

 [linkedin.com/in/justingolden21](https://www.linkedin.com/in/justingolden21)

 github.com/justingolden21

JOB EXPERIENCE

Web Development

2015 - Present

I have developed websites for several clients and products, including a cyber-security company, a painting company, a creative journal, and a novel. Some of my websites are: songssearcher.com, rgbstudios.org, and blackjack-practice.web.app.



Game Programming Teacher's Assistant

September 2019 - December 2019

I helped students learn game programming with Unity, and helped them debug their projects, learn C#, Unity, and Git.



PROJECTS

RGB Studios

I manage RGB Studios (rgbstudios.org), a web development company that creates web apps, websites, and android apps. RGB Studios has dozens of tools with over 30,000 users across over 120 countries.



Desktop Clock

Desktop Clock is a chrome app I've maintained since 2015. It has over 20,000 users, and features a night mode, 12 themes, analog and digital modes, a date and battery display option, double-click fullscreen, and an always on top mode. The app scales responsively for any size screen, and is less than 1MB. The app has been translated into 5 languages. It can be installed from the chrome web store for free [here](#).



EDUCATION

San Diego State University, San Diego, CA

Fall 2015 - Fall 2019

Bachelor of Science in Computer Science

Minor in Creative Writing



SKILLS

– **Technologies and Languages:**
JavaScript, HTML, CSS, jQuery, SASS, Bootstrap, Semantic UI, Angular, XML, JSON, Vue, Python, Java, C#, C++, C, SQL, Kotlin, Git

– **Software:** Microsoft Office Suite, Google Suite, Adobe Suite (Photoshop, Illustrator, Premiere Pro), Android Studio, Unity

– **Specialties:** web development, mobile development, UI, UX, data analysis, writing, graphic design, video editing

COURSEWORK

Java Programming

Machine Organization and Assembly Language

Data Structures

Programming Languages

Computer Architecture

Discrete Math

Linear Algebra

Computer Science Ethics

Systems Programming

Algorithms and their Analysis

Operating Systems

3D Game Programming

Advanced 3D Game Programming

Database Techniques