

Nathan C. Johnson

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OBJECTIVE

Seeking a software development internship for summer of 2019.

EDUCATION

Bachelor of Science, Computer Science 2016 - 2020 (Expected)

Eastern Michigan University, *Ypsilanti, MI*

Cumulative GPA: 3.74

TECHNICAL SKILLS

- **Languages** JavaScript, Java, PHP, SQL, HTML, CSS & SASS
- **Frontend** VueJS, Vuex, React, React Native, Bootstrap, Android, Socket.io
- **Backend** Laravel, MySQL, Firebase, NodeJS, Apache, Nginx
- **Tooling** IntelliJ IDEA, Android Studio, PhpStorm, Eclipse, XDebug, Bash
- **DevOps & Code Management** Git, GitHub, Bitbucket, CVS, FogBugz, Travis CI, Digital Ocean

EXPERIENCE

Software Engineer Part-Time | Learning A-Z Ann Arbor, MI (September 2018 - Present)

- Fix bugs and make improvements to a large PHP/Java codebase with thousands of classes
- Analyze and improve complex SQL queries to make product features work better
- Use XDebug to step through various areas of the codebase to pinpoint bug occurrences and understand the flow of code execution

Software Engineering Intern | Learning A-Z Ann Arbor, MI (May 2018 - August 2018)

- Created the offline books feature in the Kids A-Z Android app with Java and PHP that enables students to read assigned books without an internet connection
- Learned the core concepts of Android development, including fragments, XML layouts, list adapters, restoring state, multithreading, and Java garbage collection
- Developed a system in the app to determine internet connectivity to display the offline screen
- Gave a presentation on building cross platform apps with React Native to interns and managers

PROJECTS

The Swan Station *theswanstation.net* (April 2014 - Present)

- A web-based game that simulates the Hatch from the Lost TV series. It is a collaborative effort and competition where users race to enter a code every 108 minutes to "save the world" and earn points.
- Working on rebuilding from the ground up with a more organized architecture
- *Technologies:* VueJS, Laravel, PHP, MySQL, Redis, Socket.io, NodeJS

EcoSPAN — Voice of the Community Award, SpartaHack 4 (January 2018)

- An iOS app built with Swift to help people in a crisis that allows communication from phone-to-phone without any internet or cellular connection
- *Technologies:* Swift, XCode, Multipeer Connectivity Framework

FishNet — Second Place, GrizzHacks 2 (October 2017)

- An Android app that helps make your fishing life easier and lazier
- The app works with a Bluetooth fishing bobber to alert you when a fish has been caught
- *Technologies:* JavaScript, Ionic Mobile framework, Firebase backend, Google Maps API, Bluetooth