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: 3.77

TECHNICAL SKILLS
- **Languages** JavaScript, Java, PHP, SQL, HTML, CSS & SASS
- **Frontend** VueJS, Vuex, React, React Native, Bootstrap, Android
- **Backend** Laravel, MySQL, Firebase, Socket.io, 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 in a large PHP/Java codebase with thousands of classes to make product features work better for users
- Utilize a debugger to pinpoint where a bug is occurring and gain a deeper understanding of the code
- Analyze and improve SQL queries in the application code

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.
- Currently 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