Robert Johnson

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SUMMARY

Experienced Software Engineer with a strong background in designing and delivering scalable applications across cloud, desktop, and web platforms. Customer-focused, with high standards of software craftsmanship and exceptional attention to detail. Known for leading cross-functional teams and managing end-to-end project execution.

SKILLS

Languages — Java, Go, C#, C++, TypeScript, Dart, Objective C, **Technologies** — React, Angular, Flutter, Nx, HTML, CSS, Swing, JavaFX, UI/UX, Single-SPA, REST, GraphSQL, RabbitMQ, Git, GitHub Copilot, IntelliJ, Eclipse, VSCode, **Cloud** — Azure, Kubernetes, Telepresence, Rancher, AWS, Tilt, Docker, Kustomize, **Database** — PostgreSQL, MySQL, MSSQL, Oracle, PL/SQL

EXPERIENCE

Senior Software Engineer / Project Manager, *FIS Global*   11/2023 – Present | Remote
- Led development of large-scale commercial financial applications using Java, Angular, and SQL
- Integrated GitHub Copilot into workflows, authoring a business case to demonstrate productivity gains, improved code quality, and ROI
- Directed cloud migration initiatives, managing cross-functional teams and delivering strategic updates to senior leadership

Software Engineer, *Digital Monitoring Products*   02/2020 – 11/2023 | Springfield, MO
- Served as Lead Engineer for video-based security applications built with Go, React, and GraphQL
- Spearheaded implementation of CI/CD pipelines, API Gateway, and a Kubernetes developer platform, enhancing deployment speed and developer efficiency

Software Architect, *O'Reilly Auto Parts*   10/2003 – 02/2020 | Springfield, MO
- Architected and developed a Java-based graphical point-of-sale system deployed to 4,000+ stores
- Built an advanced catalog search system for millions of automotive parts, improving lookup speed and customer service accuracy

Software Engineer, *Sprint, Autodesk, Butler Mfg, Playfantasy.com*   06/1995 – 10/2003 | Kansas City, MO
- Designed and developed Windows-based applications, client/server systems, and CAD software using Visual C++, MFC, Windows SDK, and 2D graphics
- Led technical architecture for enterprise applications and managed small development teams
- Built a multi-user fantasy football platform, applying full-stack development and interactive UI design
- Delivered software solutions across telecommunications, manufacturing, and consumer web, contributing to system reliability, user experience, and team productivity

PROJECTS

Azure Cloud Migration, GitHub Copilot, Video Security Application, Kubernetes Developer Platform, Telepresence Debugging Tool, Standardized Go Development, CI/CD Platform, API Gateway, Auto Parts Catalog, Auto Parts Point-of-Sale, Productivity iPhone App, Fantasy Sports Website

EDUCATION

BS, Computer Science, *Missouri State University*   Springfield, MO