# Seth Johnson

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## // Software Engineer

Enthusiastic full-stack software engineer specializing in Node, React, and C#. A self-starter obsessed with bridging form and function. I love the user experience and front-end, designing intuitive web technologies and UX to solve problems. Creating experiences that fit the user rather than the other way around. Collaboration is my North Star.

## // Skills

Javascript ES6, Node.js, C#, Python | React, React Native, HTML, CSS, Express, EJS | MongoDB, Mongoose, SQL, PostgreSQL | Full Stack, REST, Git, Web Development, Github, Webpack | Software Development, Visual Design

## // Work History

**General Assembly - Software Engineer Immersive**                                            07/2020 - 10/2020

A Full Stack Software Engineer student in an intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC best practices, Software Development Life Cycle, Js Frameworks, data modeling, and team collaboration. Developed a portfolio of individual and group projects:

TravelBook | *travel journal app for iOS*
- Combined React Native with Apple Maps, Google Places, and Google Sign-in APIs to craft simple yet powerful data structures and metrics in a travel journal app
- Managed product features, schedules, and milestones to deliver an MVP within 5 days
- Wrote recursive functionality that intelligently expanded a search radius based on the number of results

Vote-ify | *shared playlists web application, voted on by a community*
- Employed React and the Spotify API to build a web app based around the idea of communal playlists and social voting
- Created dynamic back-end relationships between users, songs, and playlists using reference-based models in Express databases

Uno | *browser-based version of the popular card game*
- Tapped HTML5, CSS, and JS to build a fun web game with a simple yet challenging CPU decision tree

**Light Wand - CTO**                                            03/2020 - 10/2020

Co-invented patent-pending Augmented Reality Lighting Control prototype for filmmakers. Incorporated user feedback and testing to design *the wheel* and *the arrow*, powerful gesture interfaces for controlling color and brightness that will streamline on-set decision-making, saving money and man-hours.

Light Wand | *mixed-reality app for wireless lighting control*
- Designed and developed an MVP for a next-gen, gesture-based lighting control system for feature films, commercials, and music videos
- Utilizes C#, Unity3D, ArtNet, OSC, Mixed-Reality Toolkit, and DMX

**Director of Photography - Feature Films & Commercials**                                            06/2007 - 03/2020

Supervised crews of 10-25 to solve logistical challenges, including coordinating advanced camera and lighting gear, to create award-winning web content, features, and commercials for major TV networks, garnering millions of viewers.

## // Education

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| General Assembly | \| Los Angeles, CA | *Software Engineering Immersive* | 2020 |
| American Film Institute | \| Hollywood, CA | *Masters in Cinematography* | 2007 |
| Temple University | \| Philadelphia, PA | *BA in Film & Media Arts* | 2004 |

## // And In Case You Were Curious…

Hiking, swimming, and utterly destroying pizza