Seth Johnson

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Software Engineer

I'm a creative software engineer, passionate about bridging form with function. My background as a cinematographer gives me a unique perspective when attacking problems and allows me to turn limitations into assets. My focus is the user story and designing functionality that is both powerful and simple, creating technology that fits the user rather than forcing the user to adapt to the technology.

Skills

Javascript, NodeJS, C#, Python | React, React Native, HTML5, CSS, Express, EJS | MongoDB, Mongoose, SQL | Full Stack, Unity, Game Design, Augmented Reality, Hololens 2

Projects

TravelBook | *the ultimate travel journal app for iOS*
- Built with React Native, utilizing Apple Maps, Google Places and Google Sign-in
- Led front-end and design principles, crafting wireframes, component layouts, and user stories and carrying them through production

LightWand | *an augmented-reality app for wireless lighting control*
- Designed and developed an MVP for next-gen, gesture-based lighting control system for feature films, commercials, and music videos
- Utilizes C#, Unity3D, ArtNet, OSC, and DMX

Vote-ify | *shared playlists, voted on by a community*
- Front end: spearheaded design and layout in React, used React Spring for custom animations
- Back end: implemented Spotify Auth, seed files, routes/controllers for post creation and deletion

Uno | *browser-based version of the popular card game*
- Utilized HTML5, CSS, and JS to implement a basic but challenging CPU decision tree and craft a fun Uno game

Work Experience

General Assembly - Software Engineering Immersive   07/2020 - 10/2020

Full-stack immersive student in an intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration. Developed a portfolio of individual and group projects.

Circus Bounce - CTO   03/2020 - 10/2020

Designed and developed multiple patents pertaining to Augmented Reality User Interfaces and deployed an MVP for a prototype Augmented Reality Controlled Lighting System, designed in Unity with C# and running on Hololens 2.

Cinematographer - Feature Films & Commercials   06/2007 - 03/2020

Headed crews of up to 20, worked with producers to solve logistical challenges, collaborated with directors and department heads on the uniformity of style, procured and coordinated advanced camera and lighting gear, and managed a budget.

Education

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