

Seth Johnson

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// Full Stack Software Engineer

I'm a self-motivated and enthusiastic full-stack programmer, passionate about bridging form with function. My focus is the user interface and front-end design, writing intuitive, powerful web architectures and creating experiences that fit the user rather than forcing the user to fit the experience. Collaboration and creativity are my North Star.

// Skills

Javascript, Node.js, C#, Python | React, React Native, HTML, CSS, Express, EJS | MongoDB, Mongoose, SQL, PostgreSQL | Full Stack, Unity, Game Design, Augmented Reality, Hololens 2 | Project Management, Visual Design

// Projects

TravelBook | *travel journal app for iOS*

- Combined **React Native** with **Apple Maps**, **Google Places**, and **Google Sign-in API's** to craft simple yet powerful data structures in a travel journal app
- Wrote recursive functionality that intelligently expanded a search radius based on the number of results

Vote-ify | *shared playlists, 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

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**

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

// Work Experience

General Assembly - Software Engineering Immersive

07/2020 - 10/2020

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

Light Wand - CTO

03/2020 - 10/2020

Designed and developed multiple patents on 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

Developed project management skills by supervising crews of 10-25 people to solve logistical challenges, and coordinating advanced camera and lighting gear to create award-winning web content, network features, and national commercials.

// 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

// And In Case You Were Curious...

Hiking, swimming, perfecting my homemade cold brew, developing Mixed Reality, and utterly destroying pizzas