Seth Johnson

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Full-Stack Software Engineer

I'm a creative full-stack programmer, passionate about bridging form with function. My focus is the user story, front end web, and designing functional web architecture that is both powerful and simple, creating technology that fits the user rather than forcing the user to adapt to the technology.

Skills

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

Projects

TravelBook | *travel journal app for iOS*
- Combined React Native with Apple Maps, Google Places, and Google Sign-in to craft a simple yet engaging travel journal app
- Crafted wireframes, component layouts, and user stories for a focused, thoughtful, human-first UX

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

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 relationships between users, songs, and playlists using reference-based models in an Express database

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 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.

Light Wand - 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

Honed project management skills by running crews of up to 20 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