

# Tate Johnson

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Aspiring software developer and computational media student with hands-on experience in industrial simulation, game design, and full-stack web technologies, seeking to contribute in a challenging software development role.

## Education

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**Bachelor of Science in Computational Media**  
**Georgia Institute of Technology, Atlanta, GA**

**Expected Graduation: May 2026**

Relevant Courses: Object Oriented Programming, Objects and Design, Data Structures and Algorithms, Intro to Artificial Intelligence, Computer Graphics, Media Device Architecture, Principles of Interaction Design, Video Game Design

## Experience Highlight

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**Automation and Simulation Intern**  
**Andritz Inc., Alpharetta, GA**

**May 2025 – Aug 2025**

Supported a team of chemical engineers developing training simulations for paper mill operators by creating automation tools, resolving system compatibility issues, and building software solutions to streamline deployment and data exchange processes. Gained expertise in industrial automation concepts and OPC server communication through mentorship.

- Developed a C# executable that automated manual version update performed every time the simulation was updated.
- Created an Excel macro to automatically generate registry (.reg) files for customer installations, eliminating manual copy-paste workflows and reducing deployment errors.
- Built a C# OPC wrapper to enable 64-bit compatibility for existing 32-bit DLLs, ensuring seamless data exchange between training simulations and industrial control systems.
- Wrote a C++ DLL to handle endianness conversion of float data types, resolving data format compatibility issues between simulation software and control systems.

## Projects

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GameSweet (Java, Android Studio)

- Spearheaded a semester-long team project to develop three Android games: Gomoku, Go, and Wordle.
- Assumed leadership role, providing technical design assistance and overall project direction to team members.

Bon Appetit (Unity, C#)

- Created a 3D collection game with multiple levels in a team over four months
- Programmed the AI and collection systems, maintained them as the game grew

## Technical Proficiencies

Programming Languages      Java, Python, HTML, CSS, JavaScript, C#, C, C++, VBA

Software & Tools      Windows, Excel, Google Sheets, Visual Studio Code, Visual Studio, IntelliJ IDEA, Android Studio, Unity