

Tyler Johnston

Software Developer (Student)

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[My Portfolio](#)
[LinkedIn](#)
[Github](#)

PROJECTS

My Portfolio Site (<https://tylerjj.github.io>)

Front End Developer

September 2021 - current

- Utilized HTML, CSS, and Bootstrap 4 to create the site layout itself.
- Built live project pages by utilizing WebGL hosting from Simmer.io and responsive embedding from Bootstrap.
- Ensured the site's layout is responsive to allow for mobile viewing.
- Compiled continued learning objectives, personal interests, and recent projects.

Unity2D Block Breaking Game: "Tetro Breaker" (<https://tylerjj.github.io/projects/summer2021/tetrobreaker>)

Unity Developer/C# Programmer

June 2021 - August 2021

- Expanded beyond a prototype to create a game with 7 levels and several new features.
- Implemented player lives, multiple balls, power ups, special-effect blocks, game-information screen, background animation on various menu screens, etc.
- Overhauled the game with a theme around Tetris-blocks, including tie-in game-mechanics.
- Utilized Unity's Asset Store to add free background art, background music, and alternate SFX into the levels.

Asynchronous Java Chat Client (<https://github.com/admoore9/java-chat>)

Database Integration/Java Programmer

March 2015 - May 2015

- Utilized a MySQL database to store user data.
- Wrote the DatabaseSupport.java file to translate User objects to/from the database.
- Worked with a team of two others in order to complete this multi-month project.
- Assisted in the design of the overall project, which included model-view-controller design architecture.

WORK EXPERIENCE

Duluth Trading Company

Warehouse Picker/Packer (Seasonal 2019-2021)

Belleville, WI | Sept. 2017 - Jan. 2019

- Picked/packed merchandise for both retail outlets and consumer orders, working full-length days for 24-40 hours per week.

SKILLS

- Front End Web Development (HTML, JS, CSS, Bootstrap)
- Version Control (Git, GitHub, SourceTree)
- Object-Oriented-Programming Principles (Java)
- Database Queries (MySQL)
- Hobbyist Game Development (C#, Unity2D, Visual Studio)

EDUCATION

B.S.

Computer Science

University of Wisconsin-Madison

December 2019 - current

Madison, WI

GPA: 3.78

B.S.

Computer Science

Iowa State University

2011 - 2016

Ames, IA

RELEVANT COURSES

- Building User Interfaces
- Foundations of Mobile Systems and Applications
- Computer Graphics
- Intro to Operating Systems
- Programming 3
- Software Construction and User Interface
- Object Oriented Analysis and Design
- Software Engineering
- Database Management Systems
- Data Structures and Algorithms