Tyler Johnston
Entry Level Software Developer

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(641) 455 1968
Mount Horeb, Wisconsin
My Portfolio
LinkedIn
Github

PROJECTS

Compass to Campus Resources

Android Studio Developer

October 2021 - December 2021

- Utilized Google Maps API in order to display markers on a map of the user's surrounding location.
- Organized a limited scrum operation for my team in order to facilitate our multi-month project.
- Owned the visual design portion of the application.

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.
- Current intention is to rebuild site with React at a later date.

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.

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 (ES6, Bootstrap, React)
- Mobile Development (React Native, Android Studio)
- 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 - December 2021

Madison, WI

GPA: 3.73

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