Nicholas S. Johnson

Software Engineer, Technical Artist, IT Technician
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EXPERIENCE

Onenet, Las Vegas — *Software Engineer*

March 2022 - Current 2024

- Programmed and developed a game in Unreal Engine 5.

- Managed and delegated tasks between a team of several artists.

- Integrated new Web3 technology into product.

- Created peer-to-peer networking services for products.

- Updated libraries of existing projects to .NET 5.x versions.

Elite Tactical Solutions, Las Vegas — *IT Technician*

May 2020 - March 2022

- Handled admin accounts and passwords.

- Operated and maintained large-scale camera systems.

- Investigated internal issues with client's employees and facilities.

- Maintained safety standards for on-site locations.

AfroWhale Games, Las Vegas — *Software Developer*

January 2020 - February 2022

- Programmed and developed software in C++.

- Organized workflow for a team of six members.

- Designed and prototyped multiple applications.

- In charge of research and development for new APIs and software.

- Resolved conflicts after upgrading .NET 3.5 projects to .NET 4.x.

EDUCATION

4+ Years of College — *Computer Engineering*

August 2014 - June 2019

Studied at College of Southern Nevada and University of Nevada, Reno.

High School — Southwest Career & Technical Academy

August 2010 - June 2014

Received an advanced degree while studying video game and web design.

SKILLS

C++, C#, Javascript, Java, PHP, HTML5, CSS, SQL, Lua, Python, Move

Blender, Maya, 3DS Max

Unity3D, Unreal Engine 4 & 5, Godot Engine, .NET Framework

Adobe Photoshop, Adobe After Effects, Adobe Illustrator, Figma, Audacity, FL Studio

Google Drive, Microsoft Word, Microsoft Excel, Microsoft Teams, Jira, Google Meet

Visual Studio, Visual Code, GitHub

Web3, Web2, P2P Networking

AWARDS & PROJECTS

Class student of the year at Southwest Career and Technical Academy for 2014 and given the honor of carrying the class flag for graduation.

Awarded a grant of $75,000 to develop tech on a decentralized network with a small team.

Developed Bushi, an online third person action game that has raised over $350,000 in sales and funding.

Placed third within the gaming category for Sui & KuCoin Labs' 2023 Summer Hackathon.

LANGUAGES

English

Japanese