

Nathaniel Johnson

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EDUCATION

Bachelor of Science, Computer Science (September 2016 - April 2020)

Eastern Michigan University, Ypsilanti, MI

Cumulative GPA: 3.80/4.00

SKILLS

- **Languages** Java, Scala, JavaScript, PHP, SQL, HTML, CSS
- **Frontend** VueJS, Vuex, React, React Native, Bootstrap, Android
- **Backend** Laravel, MySQL, Apache Spark, HDFS, Firebase, Socket.io, NodeJS, Apache, Nginx
- **Tooling** IntelliJ IDEA, Android Studio, PhpStorm, Eclipse, XDebug, Bash
- **DevOps/Code Management** Git, GitHub, Gerrit, Jira, CVS, CircleCI, Digital Ocean

EXPERIENCE

Software Engineering Intern at Criteo Palo Alto, CA (May 2019 - Present)

- Working with the Catalog Infra team to help build the next version of the Product Importer API
- Developing a Spark job in Scala that consolidates product deltas with an advertiser's current catalog and collects statistics on the catalog. Once released, this Spark job will be responsible for processing millions of products from advertisers using Product Importer
- Improved the company's Gerrit code review workflow by introducing a new "Reviewing" label. Currently in the process of getting it added to all projects on Criteo's Gerrit instance

Software Engineer (Part-Time) at Learning A-Z Ann Arbor, MI (September 2018 - April 2019)

- Fixed bugs and refactored code in a large PHP + Java codebase to improve the functionality of the software for users
- Improved rendering performance in areas of the Learning A-Z Teacher AngularJS web app

Software Engineering Intern at Learning A-Z Ann Arbor, MI (May 2018 - August 2018)

- Created the offline books feature in the Kids A-Z Android app to enable students to read assigned books offline. The app had no support for offline use prior to this project.
- Learned the core concepts of Android development, including fragments, XML layouts, list adapters, restoring state, multithreading, and garbage collection
- Developed a system in the app to determine internet connectivity to display the offline screen

PROJECTS

The Swan Station *theswanstation.net* (April 2014 - Present)

- Developed a web-based game that simulates the Hatch from the Lost TV series
- Currently rebuilding it from the ground up with an improved architecture
- *Technologies:* VueJS, Laravel, PHP, MySQL, Redis, Socket.io, NodeJS

FishNet – Second Place, GrizzHacks 2 (October 2017)

- Created an Android app that helps make your fishing life easier and lazier
- The app works with a Bluetooth fishing bobber to alert you when a fish has been caught
- *Technologies:* JavaScript, Ionic Mobile framework, Firebase backend, Google Maps API, Bluetooth