

Cody Johnson

Lead Software Developer

(623) 850-0515

work.cody.johnson@gmail.com

<https://www.linkedin.com/in/dev-cody-johnson/>

OBJECTIVE

Dynamic and innovative programmer with 7 years of experience driving software development, delivering technical support, optimizing products, and a problem solver who develops scalable / maintainable solutions. Proficient in C++, web design, and leading programming languages like Python, SQL, and Java. Spearheading collaborative efforts within remote teams to tackle intricate challenges with a detail-driven and analytical mindset. Great with receiving and giving constructive feedback. Recognized for innovating internal tools to streamline workflows, expedite repetitive tasks, and fortify website performance and security. Adept at providing hands-on technical support to customers and staff, guaranteeing seamless experiences and swift resolution of software, hardware, and website issues. Key achievements are core backend upgrades, full website overhauls, and development of multiple live service products.

PROFESSIONAL EXPERIENCE

Smoketree Holding LLC – Scottsdale, AZ

Lead Software Developer, June 2022 – July 2024

- **Environment / Tools used:** PHP, JavaScript, MySQL, MongoDB, Python, C++, Mapbox, Postman, REST APIs, Git, Visual Studio, HTML, Agile, REST, GIS, Operating systems, HTML, Sass, and CSS
- Spearheaded the development of custom tools and plugins throughout all stages of development, driving optimization of web operations to enhance performance and user experience significantly.
- Orchestrated the development of a new product from inception to completion, delivering a custom solution tailored to end-user needs based on a data-driven analytical approach.
- Directed a critical website rebuild project for our GIS web application while leading a small team to success and executing a live database migration with flawless precision, ensuring zero downtime in site access. Utilizing data analytic based decisions.
- Collaborated closely with design teams to overhaul the user interface, aligning it with company objectives and significantly elevating customer satisfaction levels based on user feedback and our internal ticketing system.
- Optimizations across sites decreased load times and increased traffic to the site.
- Troubleshooting, diagnosing, and fixing bottlenecks in code and web services for improved performance reducing server loads by 10%.
- Delivered expert technical support and seamlessly integrated APIs, resulting in notable improvements in operational efficiency and workflow effectiveness.

Sinking Ship Studios – Remote(Redlands, CA)

Lead Technical Artist, September 2019 – Current

- **Environment / Tools used:** UE4/UE5, Visual Studio, C++, HLSL, Substance Designer, Blender, FMOD, PSD, Perforce, GitHub, Jira, Confluence, Figma, Adobe XD, Webpack, Node.js, Next, Vue, React, HTML, CSS, JS, and Typescript
- Directed the dynamic team at SinkingShipStudios, orchestrating asset creation from Figma mockups to final product, UI/UX design, blueprint scripting, and game data analysis to drive project success.
- Led performance optimization / debugging efforts as well as crafted captivating sound effects, demonstrating a passion for delivering innovative and high-quality game experience.
- Produced compelling trailers and promotional videos, showcasing the studio's projects and contributing to their market visibility and success.
- Delivered expert website maintenance, revamps, and overhauls that led to a more performant site that is responsive on all devices/browsers while being SEO compliant with a Lighthouse score in the top 10% (Built in React with Typescript)

EDUCATION

La Sierra University – Riverside, CA

Bachelor of Computer Science, May 2020

GPA: 3.73

ADDITIONAL INFO

- IT Networking Support: LaSierra University 2018-20
- Skilled Programmer / Game Dev with a secondary emphasis on UI/UX experience and web design.
- Web and tech-savvy, require little to no training, and familiar with Windows, Linux, Jira, and Excel