



daniel johnson

EXPERIENCE

Atlassian

Senior Engineer / Feb 2019–now

- Leading development of features for Trello’s web client
- Collaborating with our front-end platform team to allow developing in a newer tech stack
- Mentoring a Junior Engineer
- Working on a fully remote team

Engineer / Nov 2017–Feb 2019

- Introduced React unit testing using Jest and Enzyme
- Facilitated story pointing meetings

iFixit

Engineer / May 2016–Oct 2017

- Led the migration to React for new components
- Updated the legacy build process to use webpack

Microsoft

Summer 2015 Intern

Created MapReduce scripts and data visualizations

Weebly

Summer 2014 Intern

Worked on a Backbone.js internal tool

The Aerospace Corporation

Summer 2013 Intern

Wrote WordPress plugins

EDUCATION

Cal Poly San Luis Obispo

BS Computer Science / 2016

Summa Cum Laude

PROJECTS

VennCafe

2016

A proof-of-concept dating app that uses members’ calendars and favorite cafes to automatically schedule dates. Uses AngularJS, Node.js, PostgreSQL and the Google Places API.

flood_fill

2015

3D puzzle game that involves filling in cube terrain with colors of paint. Includes a heightmap fluid effect. Written in C++ using OpenGL and various libraries.

CONTACT

email / daniel@danieljohnson.io

web / <https://danieljohnson.io>

github / [danielj41](https://github.com/danielj41)