Joshua Johnson

Greater Los Angeles Area
Website: Josh.Land
me@josh.land

SKILLS:
Languages: Swift, Kotlin, Python, Objective C, Java
Frameworks: iOS, SwiftUI, Combine, UIKit, Android
Misc: REST, GraphQL, AWS, Continuous Integration, AI

PROFESSIONAL EXPERIENCE:

Chief
Lead iOS Engineer - Nov 2022 - Present
Lead architect and iOS Engineer responsible for building out Chiefs native iOS App.
Mentored and led a team of Senior to Junior mobile engineers to support this effort.
Swift 5.x | Swift UI | Combine | GraphQL | PubNub | React Native

Versus Systems
Lead iOS Engineer - Feb 2023 - Jun 2023 (Contract)
Lead architect and iOS Engineer responsible for creating an iOS app in the AI + LLM space.
Swift 5.x | Swift UI | Combine | GPT (API) | LLM

MusicBreakr
Lead iOS Engineer - Oct 2021 - Nov. 2022
Lead architect and iOS Engineer responsible for creating the MusicBreakr iOS App. Primarily responsible for turning conceptual designs and requirements into the iOS App.
Swift 5.x | Swift UI | UIKit \ Combine | Continuous Integration | AWS | Python | Django

Versus Systems
Principal Software Engineer (Android | iOS) - April 2019 - Oct 2021
Lead architect and engineer for Versus' native Android and iOS SDK. Architect and lead engineer for the iOS based Winfinite prizing app.

Senior Software Engineer (iOS) - January 2018 - April 2019 (Contract)
Creating and maintaining a proprietary SDK and API that is used for embedding physical rewards and prize distributions in video games.

Ad Hoc Labs (Burner)
Mobile Engineer (Android | iOS) - January 2019 - January 2021 (Contract)
Worked on the Burner app for both iOS and Android. Added various features, worked on architecture, fixed bugs, helped implement CI Solutions and automation.

VIZIO
Senior Software Engineer - April 2018 - April 2019
Responsible for adding features and maintaining the embedded web server solution used to support Vizio Smartcast in Vizio Displays and Soundbars.

Envoy LLC
Mobile Engineer (Android | iOS) - August 2015 - Jan. 2018
Worked on the Android and iOS versions of [Vizios' Smartcast Application](#). Apart from normal day to day duties of maintaining and adding new features to Smartcast I also took an active role in mentoring less senior developers and taking ownership of code quality in code reviews.

Senior Backend Engineer - August 2014 - 2015
Creating custom API and integrated backend systems to support mobile and web front-ends. Involved in projects using Python, Django, Flask and projects using C# and ASP.NET.

International Business Machines (IBM)
Web Developer - October 2012 - August 2014
Developer for the IBM Maximo/Tivoli Process Automation Engine. Created and maintained an internal Python-CherryPy metrics platform that became an invaluable resource for upper management.

PERSONAL / SIDE PROJECTS:

Siege (Godot 4.x game)
Stark (Vision OS Prototype)
Mashama - AI Based Shopping & recipe engine
FGC Companion (Android / iOS)
Burger: an App for Giantbomb.com (iOS)
MallowBounce (Building a Unity game to teach my children)
GoRanked: Lead Architect & API Developer (Python/Django/S3/EC2/RDS/SQS/Lambda)
Various iOT + Microcontroller projects for my kiddos
More Info & Projects: http://josh.land | http://github.com/thingdeux