

# Christopher Kyle Johnson

Tualatin OR, 97062 | cell: 503-701-7725 | email: chrisjohns210@gmail.com

LinkedIn: <https://www.linkedin.com/in/christopher-johnson-611141121/>

Portfolio: <https://www.chriskjohnson.com/> Github: <https://github.com/chkyjo>

## Work Experience

### APCON | Test Engineer

*September 2021 – Present*

- Helped design and develop the test automation framework for network management software
- Automated the testing of dozens of features using a REST API
- Wrote test cases for manual and automated testing
- Filed hundreds of tickets for bugs and feature requests

### PlusQA | QA Engineer

*March 2019 – September 2021*

- Tested websites for clients such as Twitter and Nike
- Ran weekly tests for Airbnb and Dropbox on mobile and desktop
- Used Jira, Bugger, iOS console, and Android Monitor to log issues
- Ran about 120 test cases daily

### Experis | Test Associate

*March 2018 – June 2018*

- Ran hundreds of test cases over more than 10 different builds
- Participated in team strikes
- Logged over 50 bugs using Visual Studio to a team foundation server adding detailed descriptions, repro steps, log files, and video
- Performed regressions
- Utilized a variety of Microsoft debugging tools

## Relevant experience

- 3 years of development experience with the Unity engine
- Experience as an artist, level designer, producer, project lead, graphic designer, engineer, creative director, game tester, and animator
- Contributed to 1 open source project
- Participated in 5 game jams

## Technical Skills

Languages: C/C++, C#, Python, Java, PHP, HTML, CSS, Javascript, XML, SQL

Tools: OpenGL, OpenMP, network protocols, React

Software: Git, Confluence, VS, VS Code, Pycharm, Jira, Blender, Bitbucket, Photoshop, Gimp, Unity, Unreal

## Education

### Oregon State University

*Graduation Date: December 2017*

Bachelor's degree in computer science focusing on:

- Networking
- Computer Graphics
- Artificial Intelligence
- Parallel Programming

## **Projects**

### Personal project - RPG

Personal game developer project I have been working on for 2 years  
All design, coding, graphics, and animations done by me  
Contains over 100 scripts, some containing more than 1000 lines of code  
Intuitive gamification of many different systems and user interfaces

### Capstone - Galaga with Machine Learning

Worked in a team of three to create a machine learning program  
Researched several technologies to use for each tool needed  
Brainstormed and discussed ideas, wrote documentation  
Gained experience with a professional project workflow from start to finish  
Utilized Caffe, LUA, and NVIDIA's Jetson TX1

### Video Game Social Website

A social website similar to Facebook for people to upload text, clips, or screenshots  
Users could create accounts and afterwards log in using the password they set up  
Users could also send and receive friend requests and see posts made by their friends  
Created to put everything learned in the previous 6 months to the test  
Used html, PHP, Javascript, MySQL