

ASHLEY JOHNSON

anjohnson1@gmail.com ♦ www.anj-arts.com

SKILLS

- HTML 5, CSS 3, JavaScript, JQuery, Backbone.js, Marionette.js, JSON, Ajax
- Photoshop, Illustrator, Traditional Illustration, Digital Illustration

EDUCATION

- **CARNEGIE MELLON UNIVERSITY**, Pittsburgh, PA, *Masters of Entertainment Technology*, 3.60 GPA | 2011
- **SPELMAN COLLEGE**, Atlanta, GA, *Bachelors of Science, Computer Science*, Cum Laude | 2009

WORK EXPERIENCE

BINWISE, INC, *Front-end Web Developer* | November 2013 – Present

- Develop the user interface and front-end components of the BinWise web application using Backbone.js and Marionette.js, Play environment, JavaScript and JQuery, HTML 5 and CSS 3, and ASP.Net.
- Connect the back-end to the front-end of the BinWise web application using RESTful web services
- Prototype designs for user testing and evaluation using Balsamiq, HTML, JavaScript, JQuery, and CSS
- Advise and design user interfaces for the BinWise web application

GAMERS GUILD OF AMERICA, LLC, *Lead UI Designer, Lead Graphic Designer* | June 2013 – August 2013

- Design, concept, and wireframe and menu and in-game UI layouts for mobile games using Photoshop.
- Concept artwork and game elements using Photoshop.
- Review and facilitate art and design features for products, software, applications, and programs.

RANDOM-E-NETWORK, LLC, *Web Designer, Full-stack Web Developer* | August 2011 – June 2013

- Design and wireframe the Random-E-Network, LLC company website using Photoshop.
- Implement the Random-E-Network, LLC company website and database using HTML, CSS, JavaScript, JQuery, PHP, and MySQL
- Design, implement, and document a proof of concept for a virtual conferencing web tool using Unity 3D and Jibe by Reaction Grid.

THE FRANKLIN INSTITUTE, *Web Developer, Game Design Intern* | June 2010 – August 2010

- Designed an interactive social game experience that utilizes a virtual world and the physical museum displays to enhance the educational value of the museum for ages 8 and up.
- Designed and implemented the A.R.I.E.L. project web site using HTML, CSS, and JavaScript.

NASA, AMES RESEARCH CENTER, *Networking Intern* | June 2008 - August 2008 & June 2007 – August 2007

- 2008: Designed and implemented a novel data visualization prototype to display large amounts of network data collected from routers using Processing and SQL.
- 2007: Implemented and researched Asterisk Voice over Internet Protocol software with the intention it will be used during future moon exploration projects.

ACADEMIC EXPERIENCE

DOUBLE CLICK!: ONLINE SPY SCHOOL, *UI Designer, 2D Artist* | January 2011 - May 2011

A flash-based, game-centric website targeting eleven to thirteen-year-old girls that embraces STEM content (Science, Technology, Engineering, and Mathematics) designed and implemented for the Carnegie Science Center.

- Designed and created user interface, web, and game elements using Photoshop and Flash.
- Created and branded print media using Photoshop and Illustrator.
- A/B tested website and games in focus groups and through online feedback.

HEAVY METAL: TERRAIN SHAPING PROTOTYPE, *Front-end Engineer, UI Designer, 2D Artist* | August 2010 – December 2010

A prototype of a system for Caterpillar that visually plays back recorded data from heavy equipment in a virtual world that mimics the work environment.

- Designed and created the user interface elements of the terrain-shaping prototype software based on specific requirements of the Caterpillar heavy equipment using Photoshop.
- Textured the environment of the terrain-shaping prototype using the Unity 3D Terrain editor.
- Created and branded print media using Photoshop and Illustrator
- Implemented the user interface of the terrain-shaping prototype using JavaScript, C#, and the Unity 3D GUI library.

LOCKHEED MARTIN: INSIGHT, *Front-end Engineer, UI Designer, Web Developer* | January 2010 – May 2010

An interactive, wearable head mounted display prototype system intended for use by people in high stress environments and occupations.

- Designed and created user interface elements of the head mounted display and print media using Photoshop.

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- Implemented the user interface of the head mounted display using Photoshop and Lua.
- Designed and developed the team web site using HTML, CSS, JavaScript, and Flash.