

Zach Johnson

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SOFTWARE PROJECTS

Promptu Launcher (www.promptulauncher.com), started January 2009

A free application launcher program. Inspired by SlickRun / Launchy, but more powerful and versatile.

- Hundreds of users worldwide in the US, Germany, UK, Brazil, and many other countries
- Features include:
 - Opens files, websites, or programs when custom keyword shortcuts are invoked
 - Can automatically synchronize commands between users and computers with intelligent conflict resolution
 - Expression processor and compiler that enables commands to take parameters and call external .NET code
 - An API for plugins to extend the functionality of Promptu
- Based on C#, WPF, .NET Framework 4.0, and Win32 API
- More than 128,000 lines of code, 1100 classes, and over 1000 hours of work so far

System Visualizer, started May 2008

A user interface framework for modeling complex engineering systems, initially targeted for the oil and gas industry.

- Features include:
 - Drag and drop system components on a canvas and set component properties
 - Run scenarios on the engineering system and import/export model data from Excel
 - Plugin API to interact with internal object model that understands the interconnection of system components
- Based on C#, Winforms, .NET Framework 2.0, Win32 API, and Excel Interop
- More than 40,000 lines of code, 380 classes, and over 500 hours of work

WORK EXPERIENCE

Software Engineer Intern in Google[x], June 2013 – September 2013

Google, Project Glass, Mountain View, CA

- Mostly server-side, but also did some on-device development as well

Software Engineer Intern, June 2012 – September 2012

Facebook, Mobile UIE, Menlo Park, CA

- Worked on the mobile web version of Facebook, and implemented live likes and comments for the mobile site
- Did mobile and desktop UI for the Social WiFi hackathon project

Software Development Engineer Intern, June 2011 – September 2011

Microsoft, Parallel Computing Platform Team, Redmond, WA

- Worked on a classified project to help enable developers to leverage the processing power of GPUs in parallel computing applications

Tutor under Rick Ord, January 2011 – present

UC San Diego CSE Department, San Diego, CA

- Responsibilities include holding open lab hours to assist students in conceptual and computational problems, grading programming assignments/exams, and leading discussion sections

Junior Software Development Engineer, June 2008 – August 2010 (three summers)

Chevron Global Manufacturing (contractor), El Segundo, CA

- Began working as a contractor through my Dad's company at age 15
- Used my software product (System Visualizer) and created a plugin to model complex heat exchanger networks
- Developed software to interface with an internal IT cost reporting web application and automate the sending of email messages to users based on their consumption of IT resources
- Created software that generates HTML/JavaScript pages to track visitor statistics for internal company publications. Also included building a PDF page navigator in ASP.NET.

EDUCATION

University of California, San Diego

Currently pursuing a **Bachelor of Science degree in Computer Science**

Expected graduation: June 2014

SKILLS	Technologies: C#, Java, C, WPF, XAML, Winforms, Win32 API, .NET, XML, PHP, XHP, CSS, HTML, GPGPU, VB.NET, Javascript, WinRT/Windows 8 Tools: Visual Studio 2010/2008, SVN, Expression Blend, Expression Design, Blender, GIMP, Git, Vim
HOBBIES	Music (hammered dulcimer player), photography, 3D modeling/animation, programming, answering questions on StackOverflow (stackoverflow.com/users/77914/zach-johnson)