Eric L. Johnston

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I am a UI/UX developer looking for full time employment opportunities around July 2017.

Developer Skills

- 6 years of C++ experience
- UI/UX development
- Game store development
- Gameplay development
- Game engine architecture
- Development on Windows, Android and iOS platforms
- Worked on a AAA title

Other Skills

- 5 years of sales experience
- Built and managed 14 distributor relationships across the US
- Producer for 2 student games
- Systems design for a tabletop RPG
- Shipped 3 student games and 1 indie Tabletop RPG
- B.S. in Music

Professional Developer Experience

Title: Minecraft

Role: UI and Marketplace Developer

Language: C++

Microsoft

Jan 2016 - Current

Contract Expires: July 2017

Development: Created UI across iOS, Android and Windows platforms. Worked on store CDN implementation. Solved complex screen resolution and scale problems with pixel perfect requirements. Gave leads cost estimates for UI features. Implemented store bundle screen that helped generate $3M in revenue in one month. Considered resident UI layout expert by the team's leads. Bugfixes for UI and Gameplay.

Student Projects

Title: Discofro

Role: Producer, Gameplay Dev

Language: C++

3D Action Survival

Team Size: 6

DigiPen student game

2013-2014

Project Length: 10 months

Mechanics: Coded 2 of the 3 player attacks, unit damage and death, damage over time, AoE, and fine-tuned player controls.

Systems: Coded the status effects system, implemented sound effects/music (FMOD), and enemy animations.

Design: Created 1 of the player attacks, balanced values for attack damage and hit points.

Title: Dark Star   2D Platformer   DigiPen student game
Role: Core Engine Architecture   Team Size: 6   2012-2013
Language: C++   Project Length: 8 months

Systems: Coded the level editor, physics collision resolution, game state manager, object factory, data serialization and player animations.

Design: Created an in-engine level editor.

Title: Beta Shift   2D Strategy Multiplayer   DigiPen student game
Role: Producer, Gameplay Dev   Team Size: 5   2011
Language: C   Project Length: 4 months

Mechanics: Coded multiplayer mechanics including player turns, player actions, controls, and game mechanics including area of effect abilities, character movement, damage over time, character death, and character leveling.

Systems: Coded the game state manager.

Title: Aspect   Tabletop RPG   Stone Tablet Games
Role: Systems Balancing   Team Size: 5   2008-2011
Tools used: MS Excel   Project Length: 3 years

Design: Worked with the lead designer to formulate and balance the core stat and ability mechanics that formed the basis of all powers. This includes balancing powers in a system that allows 3 different types of actions to be used per turn each with varying degree of cost, and quantifying movement, ranged and melee attacks, ability damage, status effects and crowd control abilities. I also added some monsters for the monster manual.

Employment History

Microsoft – Minecraft Team   2016-Current
Software Engineer

Accu-Image   2007-2008
Account Manager
Promoted to Production Coordinator

Proactive IT   2006-2007
Account Manager and IT Desktop Support

Arista Corporation   2004-2006
Account Manager
Promoted to Regional Sales Manager

William Jessup University   2001-2004
System Administrator

Education

B.S. Computer Science and RTIS	DigiPen, Institute of Technology	May 2017
B.S. Music and Theology	William Jessup University	2004
A.A. Liberal Arts	DeAnza College	2001