# ANTOIN JOHNSON

*PRODUCT DEVELOPMENT*
*PRODUCTION OPERATIONS*
*TECHNOLOGY MANAGEMENT*

## 👤 About Me

Professional Technologist helping organizations build responsible products efficiently.
Promoter of financial freedom through computer literacy.
Designer of tools, processes, and programs to make the world a better place starting with user one, and then scaling to millions of engaged users

## 🎓 Education

**BS in Computer Engineering**
2002 - 2008
*University of South Florida*

**Certified Scrum Master**
2019
*Scrum Alliance*

## 📧 Contact

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## ⚙️ Developer Skills & Languages

**C#** ●●●●●●●○○○

**German** ●●●●●○○○○○

**C++** ●●●●●●○○○○

**Japanese** ●●●●●●●○○○

**Python** ●●●●●●○○○○

**Tensorflow** ●●●●●●○○○○

**Unity** ●●●●●●●○○○

**Visual Studio** ●●●●●○○●○○

**Unreal** ●●●●●●○○○○

**Rider** ●●●●●●○○○○

**XCode** ●●●●●●○○○○

**Anacondas** ●●●●●●●○○○

**Nmap** ●●●●●●●○○○

**Excel** ●●●●●●●●○○

**Azure DevOps** ●●●●●●●○○○

**Prototyping** ●●●●●●●○○○

**SQL** ●●●●●●●●○○

**Data Analysis** ●●●●●●●○○○

## ⚙️ Management Skills

**Problem Solving** ●●●●●●●○○○

**Leadership** ●●●●●●●○○○

**Communication** ●●●●●●●○○○

**Roadmapping** ●●●●●●●○○○

**Creativity** ●●●●●●○○○○

**Strategic Planning** ●●●●●●●○○○

**Project Management** ●●●●●●●○○○

**Decision Making** ●●●●●●●○○○

**Project Management Tools** ●●●●●●●○○○

# 💼 Work Experience

### Microsoft - (Contract)
### 2008-2009

#### Japanese QA Tester

- Software and Hardware tester for Microsoft West - XBOX Division
- Found various flaws with memory involving I/O and swapping of files from portable devices.
- Specialized in Japanese titles and was instrumental in creating test harnesses that could apply to multiple workstations concurrently.

### Detto Technologies - (Contract)
### 2009-2010

#### German/Japanese Localization Tester

- Localization tester for Netbook to Mac product
- Tested and created test cases for Netbook to Mac and Netbook to PC in 2 languages.
- Created online manual for its operation

### Pokemon Company International
### 2010-2014

#### Localization Technical Associate

- Digital Content Provider and Lead Product Development Support for TPCi
- Produced media assets for over 13 video game titles, 4 books, and numerous live competitions and online products in 9 languages.
- Designed and managed technical documentation for video game properties and coordinated an agile development production environment from localization phase to integration phase for internationally distributed products.
- Lead a team of development support associates through entire software development life cycle for the localization of electronic manuals.
- Credits and appearances in core Pokémon video games for multiple roles.

### Pokemon Company International
### 2014-2017

#### Game Content Coordinator

- Localization Producer, Digital Content Coordinator, and Lead Continuous Quality Improvement Team Member for TPCi.
- Produced and managed the Trading Card Game Online expansions XY5-XY10. I became CQI Team Lead due to my experiences with SharePoint and WorkFront.
- Lead cross functional integration of Localization tools and helped with the development of the Online Product department's internal intranet.

# 💼 Work Experience cont'd

### Pokemon Company International
### 2017-2021

#### Associate Technical Producer

- Manage a team of engineers designing automation tools with the goal of creating efficiencies between development, design, production, executive reporting, and game studio development team efforts.
- Produced and developed a major automation initiative to create synergies with existing microservices and integrate new content production pipelines.
- Shipped 3 titles in one month (2 Major Updates and 1 new title!)

### Coleman Research Group
### 2020-Present

#### Gaming Industry Consultant

- Serve as a Professional Subject Matter Expert for the Gaming Industry discussing technical implementations, technology tools, trends, and providing insight into the current modernization of Entertainment Products.

### Microsoft - (Contract)
### 2021-2021

#### Producer 2

- Flighting Producer for the Microsoft Flight Simulator 2020.
- Shipped multiple world updates for various regional releases
- Developed flighting program (beta onboarding) for the "Maverick" release.

### Rec Room Inc.
### 2022-2023

#### Technical Program Manager

- Communicating program status of the User Generated Content Organization through development of strategic initiatives, bi-weekly company-wide delivery reports, and community outreach through public forums and live-streamed events.
- Championed hiring outreach for highly complex engineering projects
- Implemented project management principles, tools, and workflows to socialize proper process within the organization.
- Facilitated strategic planning and roadmap development for the next 5 years along with milestones and KPIs to measure success.