

Christon Johnson

Technical Operations

dlejohn@protonmail.com

PROFESSIONAL EXPERIENCE

Faction 504, New Orleans — *Digital Operations Manager*

SEP 2021 - PRESENT

Facilitating partnerships with publishers to develop licensed video games.
Maintaining cohesion between contractors across different time zones.

Firstline Schools, New Orleans — *IT Coordinator*

DEC 2020 - AUG 2021

Served as liaison between school leadership and staff. In addition to assisting with various hardware and software issues on campus.

Innovation Academy at UNO, New Orleans — *IT Consultant*

OCT 2020 - DEC 2021

Responsible for guiding the development of program initiatives related to technical courses offered by UNO's Innovation Academy.

Lycée Français, New Orleans — *IT Coordinator*

AUG 2019 - DEC 2020

Primarily provided on-call hardware and software support to students and faculty throughout multiple schools encompassing the charter.

vTorrent, New York — *Cloud Operations Engineer*

AUG 2015 - JAN 2019

Various responsibilities, including:

- Write scalable networking code in C (sockets) for multiplayer games.
- Manage the integration of legacy blockchain software into live-service applications.
- Develop and deploy websites, desktop and mobile applications.
- Research new P2P protocols.

Vintage Ink Tattoo, New York — *Assistant Manager*

MAR 2014 - FEB 2017

Performed body piercings, did customer service and art station upkeep.

SKILLS

C programming language

R programming language

Bitcoin core (and derivatives)

Dart + Flutter

LAMP (Linux, Apache, MySQL, PHP).

Blender 3.3 (rigging)

Unreal Engine 5.1-5

Microsoft/Libre Office, image and video editing suites.

COMMERCIAL CREDITS

[Stickdown!](#) (2024)
Developer

[Snipes JAM](#) (2023)
Developer

[Apsis Online](#) (2023)
Developer

[Blackpage](#) (2023)
Developer

[Legends of Venari](#) (2022)
Technical Game Designer

[Son of Nor](#) (2015)
Copywriter

PUBLICATIONS

[Crane-Mercury](#) (editor)

[Subexistence](#) (editor)

[GamenGuide](#) (writer)

[Explosion](#) (host)

