

Todd Johnston

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GitHub <https://github.com/ddotstone>

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EDUCATION

Brigham Young University

BS in Computer Engineering with Math Minor

Expected April 2025

Provo, UT

- GPA: 3.50
- Junior with experience in Circuit Design, Digital Design, and Embedded Programming.
- Member of the Linux Club, Competitive Programming Club, Programmers Club.

WORK EXPERIENCE

Electrical Engineering TA

Brigham Young University

Aug. 2023 – Present

Provo, UT

- Mastered circuit design material to create exam question for over 200 students.
- Able to communicate elements of analog and digital circuit design in a way that allowed students to understand clearly.

IT Monitoring Intern 2023

Conduent

Jun. 2022 – Aug.

Sandy, UT

- Monitored client network and server devices in a 24×7 NOC environment, and escalated incidents to designated teams to ensure client SLAs and business KPIs were met.
- Analyzed and verified root causes of over 2,000 incidents for further investigation and resolution using designated software applications and standard CLI tools.
- Assisted and communicated with clients via email, and Microsoft Teams to verify incidents for proper escalation.

SKILLS & INTERESTS

- **Skills:** C++, C, FPGA Design, Git and GitHub, Linux Systems, MATLAB, Fusion 360, LTSpice
- **Interests:** Tabletop Miniatures, Hiking, Reading

PROJECTS

- **C++ Machine Learning Digit Reader :** Trains a neural network to read Handwritten Digits.
Code : https://github.com/ddotstone/Digit_Reader | [Demo](#)
- **C++ Simple Redis:** Simple Redis implementing sockets in order to store and read data from a redis.
Code : <https://github.com/ddotstone/Simple-Redis> | [Demo](#)
- **C++ Datalog Reader:** Deciphers Datalog input and analyzes corresponding queries.
Code: <https://github.com/ddotstone/DatalogReader> | [Demo](#)
- **C++ RPG Game:** RPG Game using the SFML Library and state machines.
Code: https://github.com/ddotstone/RPG_Game | [Demo](#)