



Lee Johnson

U.S. AIR FORCE

Electronics Technician

1973 – 1979

Lee started as a Telephone Switching Equipment repair technician, maintaining the rotary dial switching at a telephone central office. Training was at Sheppard in Wichita Falls, and he was stationed at Kelly AFB in San Antonio until 1977. He switched jobs so that he could be reassigned to Bergstrom AFB, where he was an Aerospace Warning and Control Systems Operator (with a specialty helping vector interceptors to enemy planes, or close air support).

Lee wanted to be in Austin so that he could go to Engineering school at UT, where he received a BSEE (Bachelor of Science in Electrical Engineering), with a concentration in Computer Engineering. While working on his degree he worked at Texas Instruments working on relevant hardware (troubleshooting and repair, later moving to design). In 1974 Lee switched to IBM as a Computer Design Engineer, working on CPUs' graphics chips, and he was on the team that designed microprocessors for the PS3 and Xbox game consoles. After retiring after 31 years at IBM in 2015, Lee worked for an electronics design automation company in Austin and then at NXP (Motorola/Freescale) for 4 more years.

Retiring AGAIN in 2021, Lee didn't stay idle for long. After just a few months he went back to work at IBM working with the Power9 team helping out on Power and Z Series. Later he worked as a Chip Designer using automation tools used outside of IBM (skills he had gained working outside of IBM). He is currently still working as a contractor with IBM on AI chips.



Spring of 1974 – Lee had recently turned 18.

