

## Garet Eyre

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## Skills / Projects

See My GitHub Page! - <https://github.com/Excelsies>

### Computer Programming

- Learned C# and created several programs including complex calculators and file comparison programs
- Discovered JAVA and programmed several applications including chess and checkers
- Used JavaScript to program object movement in various video games
- Used C++ to create an AI to face off against many other students in a virtual arena
- Using C#, I devised a Windows Forms application for a front-end GUI to pull information from SQL. This reads and writes server and query information to XMLs to be imported/exported via the program. – Used at Autopoint between me and my coworkers - <https://github.com/Excelsies/SQL-GUI>
- Using C# and Selenium, I have created a Windows Forms application to login and test applications in Chrome and Internet Explorer – Used At Autopoint every morning
- Using C# I've developed a notepad-esque application that generates and opens a Salesforce URL to a populated case edit form based on what was typed within notepad. Allowing for a quicker and more efficient notetaking and case creation process to be done. This incorporates pulling data from SQL databases, processing CSV files into existing datatables within the program, and reading/writing XML files. It has dynamic tabs and incorporates spellcheck. – Used at Autopoint between me and my coworkers
- Created a few classes that would add a “theme” option to any Windows Forms Application - <https://github.com/Excelsies/WindowsFormsColorTheme>
- Built a digital portfolio for myself with React.Js and CSS - <https://excelsies.github.io/DigitalPortfolio/> - <https://github.com/Excelsies/DigitalPortfolio>

### Video Game Development

- Created all the code, textures, models, animations, music, and rigs in multiple games
- Using C#, I had created all the components in a text-based role-playing game (PC)
- Using C# with an XNA framework I had created a Space Invaders - like game (PC)
- Combining C#, JAVA, JavaScript, and the Unity game engine, I was able to create a first-person 3D labyrinth (PC/Android) – work in progress – PC version can be found here: [https://drive.google.com/drive/folders/1wimMldIikev9O\\_0qzF6wXXS1xSuck0\\_n?usp=sharing](https://drive.google.com/drive/folders/1wimMldIikev9O_0qzF6wXXS1xSuck0_n?usp=sharing)
- Using C#, JavaScript, and Unity I had made a massively multiplayer online first-person shooter (PC) Created a TicTacToe game in JS React (Web Browser) - <https://github.com/Excelsies/JavaScript-React/tree/master/CheckersProject/TicTacToe-app>
- Created a checkers game in JS React (Web Browser) - <https://github.com/Excelsies/JavaScript-React/tree/master/CheckersProject/checkers-app>
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### App Development

- Created a simple “Mole Mash” game using JAVA
- Designed a previous location finder application (useful for when you forget where you parked)
- Devised an app to display my 3D character models so I may show anyone the animated models wherever, using an Android phone. – The APK can be downloaded here: [https://drive.google.com/file/d/1GGqWQLQxYEMmigqO9Kn\\_hU53mYkhycrP/view?usp=sharing](https://drive.google.com/file/d/1GGqWQLQxYEMmigqO9Kn_hU53mYkhycrP/view?usp=sharing)
- Developed a phone application that would track times being clocked in and out per day with the ability to export a specified date range to an excel and either save it to the phone or email it elsewhere - <https://github.com/Excelsies/ClockInOutTrackerApp>

### Application Support

- Using SQL, I have pinpointed UI errors within a desktop application – At Autopoint

- Through SQL I have pinpointed data errors that were not converted appropriately in a web-based application – At Autopoint
- Worked with Kibana, WinTail, and BareTail to pinpoint issues within logs – At Autopoint
- Worked with SalesForce and JIRA to create and escalate cases and create documentation – At Autopoint
- Worked with ServiceNow to create and escalate cases and create documentation – At Unisys

## Work History

**Autopoint | South Jordan, UT**

January/2017 - Present

L1 Application Support | Team Lead

- Provide phone, email, and chat support regarding our consumer applications
- Used SQL for additional troubleshooting and data retrieval
- Check each and every application to make sure they are functioning properly every morning
- Case each phone call, email, and chat in SalesForce and escalate any issues that I cannot solve via JIRA cases
- Provide all communication between the Helpdesk and any other department

**Unisys | Salt Lake City, UT**

December/2015 - January/2017

L1 Technical/Application Support

- Provide over the phone technical and administrator support to the financial company Ameriprise
- Case each contact via ServiceNow and escalate the ServiceNow tickets that I could not resolve over the phone to the respective team

**Autoliv | Brigham City, UT**

September/2015 - January/2016

Production Associate

- Manning machines in an assembly line putting together explosives to later be placed in airbags
- Monitor each machine used to ensure each piece is properly placed and welded
- Ensure each piece is free of defects in each step of the process
- Shut down ANY machine that is resulting in defects on the explosive

## Education

B.S. Dual Major in **Computer Science** and **Computational Mathematics**

Fall 2024

Utah State University (USU), Logan, UT

GPA 4.0

High School Diploma, Cyprus High, Magna, UT

June 2015

Granite Technical Institute (GTI), Salt Lake City, UT

GPA 4.0

Skill Certificates in:

- Computer Technology (250E)
- Computer Programming IA (820)