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## Grant L. Garrett-Grossman

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<https://ggarrettgrossman.ddns.net> • <https://github.com/FakeNameSE>

### EDUCATION

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#### University of Illinois at Urbana-Champaign

Expected May 2022

- Bachelor of Science in Computer Science  
GPA: 3.97/4.00
- Minor in Global Studies with a thematic focus on Governance and Conflict Resolution.
- James Scholar and Dean's List.

### PROFESSIONAL EXPERIENCE

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#### Construction Engineering Research Laboratory, Champaign, IL

May 2019 – August 2019

Summer enterprise software engineering internship working on the Enterprise Sustainment Management System for the Construction Engineering Research Laboratory, a part of the Engineer Research and Development Center in the Army Corps of Engineers,

- Implemented features and bug fixes on ESMS to improve user experience and compliance with client needs.
- Developed software across the entire web application stack including MSSQL database, ASP.NET backend API, and Angular frontend, as well as for WPF MVVC desktop and tablet application.
- Worked within a team using the Agile project management methodology.

### PROJECTS

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#### iFeel App

Fall 2018 – Winter 2019

- Developed cross platform group chat application in React-Native using Firebase for the backend.
- Initially a team project for CS 196 Honors Course, subsequently extended it with additional capabilities such as sentiment analysis to feign emotional responses and group chats.
- Project link: <https://github.com/FakeNameSE/iFeel>

#### Freegeek Chicago, Chicago, IL

March 2015 – Summer 2018

Not-for-profit community organization that recycles used computers and parts to provide functional computers, education, internet access and job skills training to those who want them.

- Selected to teach orientation class for new volunteers on technical content and values and goals of Freegeek.
- Led Freegeek network infrastructure upgrade (including managed switch, server, and building a softrouter).

#### Boids with Obstacles and Goals

Fall 2015 – Spring 2018

- Developed a boids simulation with predator prey mechanics to study complex systems and emergent behavior.
- Project link: <https://github.com/FakeNameSE/Boids-with-obstacles-and-goals>

### EXTRA CURRICULAR ACTIVITIES

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#### Science Policy Group, Champaign, IL

Fall of 2018 – Present

- Co-chair of the Professional Development Committee.
- Lead and represent at Executive Board the committee which provides a variety of programming for members and the general public including a Writing Workshop.
- Took lead on researching, preparing, and offering a Science Policy Certificate through the club.

#### Association of Computing Machinery Admin, Champaign, IL

Fall of 2018 – Spring 2019

- Member of team which overseas and maintains internal network infrastructure for the club.
- Maintained and debugged Linux and Windows virtual machine servers on hypervisors.

#### Taekwondo, Champaign, IL

Fall of 2018 – Present

### SKILLS

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**Programming:** C#, Typescript, C++, Java, Python, Bash, HTML, CSS, and SQL.

**Frameworks:** ASP.NET, Angular, and React Native.

**Servers and Networking:** Linux and Window Servers, managed switches, and installing server hardware.

**Languages:** French (fluent) and German (proficient).