

## Garrett Everding

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### SKILL SUMMARY

Strong problem solving and analytical skills  
Experienced with organizing a multidisciplinary and remote team  
Comfortable in a constantly evolving and fast-paced environment  
Effective in a group environment and with minimal supervision

### PROGRAMMING INTERESTS

- Artificial Intelligence
- Distributed Systems
- Functional Programming

### EDUCATION

*Candidate for Bachelor of Applied Science, Honours (Coop) Computer Engineering*  
University of Waterloo, Waterloo, Ontario Sep. 2010 - Present

### EXPERIENCE

*Software Developer* Sep. 2014 - Present  
TradableBits, Vancouver, BC.

- Developed applications to enable marketers to engage with fans, manage their brand across social media networks
- Worked with founders and designers to define new products and features

*Software Developer* Jan. 2014 - April 2014  
Auvik Networks, Waterloo, ON.

- Prototyped reactive frontend to provide users with key insights into their network
- Rewrote log aggregation service to simplify integration with external logging facilities (Syslog, SNMP Trap) and internal services
- Implemented set of basic classifiers to only present relevant information to user

*Software Developer* May 2013 - Aug. 2013  
Monstercat, Waterloo, ON.

- Developed javascript-heavy web applications for managing a record label and a YouTube network
- Implemented intuitive UI controls to streamline data entry and management
- Played a key role in architectural discussions focused on improving the functionality and maintainability of the system
- Maintained critical production servers

*Software Developer* Sep. 2012 - Dec. 2012  
Monstercat, Waterloo, ON.

- Built real-time, interactive promotional web applications for album releases
- Implemented fluid and intuitive controls for a new record label management system
- Maintained and set up production and development servers for performance driven applications

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### *Software Designer*

Jan. 2012 - April 2012

International Datacasting, Ottawa, ON.

- Worked closely with the core software developers to implement new software features and fix bugs
- Developed for the head-end system, which transmits content files to receivers via satellite and terrestrial links
- Implemented new webservice calls for the head-end system to remotely manage customer satellite receivers

### RELEVANT PROJECTS

#### *touchVision*

May 2014 - Present

University of Waterloo Capstone Design Project (E&CE 498)

- Working in a small design team to build a surgical-assist system to capture palpation data
- Led development of the software platform to capture, store and process sensory data
- Developed an interface to tune key parameters of capture and playback

#### *WikiWalk (wikiwalk.herokuapp.com)*

Feb. 2013

Visualization of The Wikipedia Game

- Designed an application that generated a tree of interconnected Wikipedia articles given a user specified seed
- Built for the Sortable {data} Hackathon using Node.js, Bootstrap, and d3.js

#### *United (united.monstercat.com)*

Sep. 2012

Web Promotion for Monstercat's United Album

- Utilized Google's Map API to display users' geographical locations around the globe
- Featured a real-time, scrolling news feed and constantly updating map

### VOLUNTEERING

#### *Co-Chair*

Feb. 2013 - Present

Canadian National Institute for the Blind National Youth Council

- Grew the organization from an idea to a nationally recognized brand within the CNIB
- Advised National Board Members on issues relating to blind and partially sighted youth
- Spearheaded a National Youth Engagement Strategy to connect blind and partially sighted youth within Canada

#### *Assistant Coach*

Nov. 2008 - May 2010

Arnprior Amateur Wrestling Club

- Planned and ran clinics for children (aged 4-12) to teach them the basics of Olympic freestyle wrestling
- Assisted head coach at junior and senior team practices and tournaments