

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 companies to identify and engage individual fans
- Prototyped Android software development kit to allow companies to connect with our Fan CRM and display content from their Stream feeds

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

Race On

Nov. 2014

Racer Tacking Application

- Objective was to enable race fans to track the positions of participants and to provide feedback to the individual race participants
- Developed Android app that collected GPS data and push updates to a participants phone and smart watch
- Built for the Devfest Hackathon in Vancouver

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

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