

Garrett Everding

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SKILL SUMMARY

Strong problem solving skills
Comfortable in a constantly evolving environment
Experience with iterative design process
Proficient in technical writing
Work well in a group environment and with minimal supervision

TECHNICAL PROFICIENCY

Languages: C, C#, Javascript, Scala, Java, VHDL, Python
Platforms: Linux, OSX, Windows
Software: Vim, Git, MatLab, \LaTeX
Technologies: MongoDB, Node.js, Redis, WebSockets, AngularJS, Backbone.js

EDUCATION

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

EXPERIENCE

Software Designer Sept. 2012 - Dec. 2012
Monstercat Media, Waterloo, ON.

- Built real-time, interactive promotional web applications for album releases
- Created online face for newly launched sister company (EDM Spotlight)
- Implemented fluid and intuitive controls for record label management system
- Maintained and setup production and development servers for performance driven applications

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
- Enhanced and fixed bugs in receiver firmware

Junior Software Developer May 2011 - Aug. 2011
N-Able Technologies, Ottawa, ON.

- Improved the performance of code by using a variety of safe Multi-threading techniques
- Implemented an cross-platform framework for use on Windows, Linux and OSX systems
- Created System Tray to provide basic control over N-Able Agent Software
- Used batch files to automate tasks

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RELEVANT PROJECTS

AngularJS Seed Project

Opinionated seed/template project for developing rich web applications

- Structured project to simplify integration with other client MVC frameworks
- Designed to be database agnostic
- Implemented concurrent build system to improve efficiency of development cycle

Operating Systems Lab

- Working in pairs to design and developed Unix system-level programs
- Implemented producer/consumer pattern using multi-process and multithreading techniques
- Creating a custom dynamic memory allocation/deallocation API for the RTX Kernel
- Designed code to run in standard and embedded Unix environments

Data Structures & Algorithms

- Created Linked Lists, Stacks, Queues, Deques, Hashtables, Trees, Graphs
- Implemented projects using strict performance and memory requirements

RELEVANT COURSES

Compilers, Operating Systems, Embedded Microprocessor Systems

PROFESSIONAL DEVELOPMENT

Summer Career Opportunity, Recreation and Education

July 2010

- S.C.O.R.E Program ran by the Canadian National Institute for the Blind
- Focused on personal development, team building, leadership and career skills and civic responsibility.
- Worked as part of a team to build strengths, actively practicing new skills, achieving goals with others

COMMUNITY SERVICE

Assistant Coach

Nov. 2008 - May 2010

Arnprior Amateur Wrestling Club, Arnprior, ON

- 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

EXTRA-CURRICULAR ACTIVITIES

Mini Sumo Challenge

Sept. 2010 - Dec. 2010

University of Waterloo Robotics Team, Waterloo, ON

- Worked in a group to design and construct a Mini Sumo robot
- Soldered components to circuit board and constructed internal electronics and chassis

GENERAL INTEREST

Programming, Reading, Olympic freestyle wrestling