Garrett Everding

308-410 King St W. Kitchener
garrett.everding@gmail.com
github.com/geverding
(226) 868-5820

SKILL SUMMARY

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

PROGRAMMING INTERESTS

- Distributed Systems
- Functional Programming
- Informatics

EDUCATION

Bachelor of Applied Science, Honours (Coop) Computer Engineering
University of Waterloo, Waterloo, Ontario   Sep. 2010 - April 2015

EXPERIENCE

CTO   May 2016 - Present
WeMesh Inc.

- Investigated and evaluated storage engines for new services
- Built replicated PostgreSQL Cluster to improve stability and scalability
- Designed new API's and services for iOS 10 release

EXPERIENCE

Software Developer   April 2015 - May 2016
WeMesh Inc.

- Designed and built services for managing a social network of 200k users
- Designed and built services for delivering 5M push notifications daily
- Worked with mobile teams to design new version of WeMesh's API
- Designed and built server centric mesh management system which has improved user experiences
- Primary contact for site reliablitity with a average response time of 5 minutes
- Transitioned our infrastructure to Kubernetes with has improved stability and developer performance and lowered operational costs
- Helped grow the engineering team from 4 to 35 engineers and interns

Software Developer   Sep. 2014 - Dec. 2014
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

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

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
- Mentored members of council to develop leadership and problem solving skills
- Spearheaded a National Youth Engagement Strategy to connect blind and partially sighted youth within Canada