

Garrett Gibson

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EDUCATION

B.S. Computer Science, Minor in Data Science

Arizona State University | Ira A. Fulton Schools of Engineering | **GPA:** 4.0/4.0

Aug. 2023 – May 2027

Tempe, AZ

- **Relevant Courses:** Data Structures & Algorithms, Operating Systems, Database Management, Software Engineering
- **Study Abroad:** University College Dublin (Summer 2024) - Dublin, Ireland

TECHNICAL SKILLS

Languages: Java, C#, Python, C++, C

Technologies: Spring Boot, .NET, Azure (Functions, Logic Apps, API Management), React/Next.js

Tools: Git, GitHub, Jira

EXPERIENCE

Software Engineering Internship

Garmin

Jan. 2026 – Present

Chandler, AZ

- Garmin Info
- Garmin Info
- Garmin Info

IT Full-Stack Development Internship - Integrations Team

Meritage Homes

Jun. 2025 – Dec. 2025

Scottsdale, AZ

- Developed **RESTful APIs** to integrate Salesforce, EnterpriseOne, and internal web applications
- Built reusable **NuGet packages** in **.NET/C#**, standardizing backend logic across multiple microservices
- Automated data workflows from **Snowflake Data Warehouse** to Avid Ratings, eliminating manual data entry

Undergraduate Teaching Assistant - Data Structures and Algorithms

Arizona State University

Aug. 2025 – Present

Tempe, AZ

- Support classes of 120+ students in advanced Data Structures & Algorithms taught fully in **C++**.

PROJECTS

OddsOptimizerAPI | Sports Betting Data API | **Python** - [GitHub](#)

- Built a RESTful API using FastAPI to collect and compare real-time betting lines from multiple sportsbooks (DraftKings, BetMGM, Bally Bet)
- Implemented web scraping with Playwright and BeautifulSoup to collect odds data and expose it via JSON endpoints
- Designed the service for serverless deployment on Azure Functions, allowing for scraping and API responses per request

NeuroTrack | Neural Network Car Simulation | **C#, Unity**

- Built a 2D car simulation in Unity where agents learn to drive using neural networks evolved via a genetic algorithm
- Implemented physics-based vehicle dynamics using Rigidbody2D and drift mechanics to create realistic constraints
- Visualized neural network activations in real time showing decision-making and performance across generations

Personal Portfolio Website | **Next.js, React, Tailwind** - garrettg.com

- Designed and developed a personal portfolio website using Next.js and React to showcase projects and experience
- Implemented responsive design principles to ensure optimal viewing across devices and screen sizes
- Deployed the site using Vercel for seamless updates and fast load times

LEADERSHIP & ORGANIZATIONS

Global Ambassadors at ASU

Treasurer

Jan. 2026 – Present

Tempe, AZ

- Manage organizational finances, budgeting, and event planning in collaboration with the executive board.
- Promote study abroad opportunities and mentor international students during their academic and cultural transition.

Theta Tau - Delta Gamma Chapter

Tech Committee Member

Aug. 2023 – Jan. 2026

Tempe, AZ

- Led front-end development for the chapter website on a 7-person team, building it from scratch with React, Node.js, and CSS and reducing hosting costs by \$300+ annually.