

Garrett Griffin

13815 Cedar Canyon, San Antonio, Texas 78231
210-287-4037 garrett.jbgriffin@gmail.com

CAREER OBJECTIVE

Seeking a challenging position as a software engineer where I can show my analytical and design strengths, allowing me to grow into a technical architect position.

EDUCATION

University of Texas at San Antonio, San Antonio, Texas Expected Graduation: December 2017
Bachelor of Science in Computer Science with a Concentration in Software Engineering

Major GPA: 3.4

Relevant Projects

- **"Your Shell" Simulator**
Built a UNIX-like shell that can handle various arguments and system calls. Could handle calls such as:
> prog1 arg1 arg2 | prog2 arg1 &. Challenges included backgrounding, forking, duping, and piping.
- **Star Blaster**
Group project in which we created a replica of the classic "Asteroids" arcade game as a Java executable. Challenges included group scheduling, workload balancing, and group time management in relation to check points.
- **CPU State Simulator**
Created a state machine to mimic how a process goes through its natural states of ready, running, and waiting. Focused on changing states and handle the various ways that a computer can handle state changes and context switching.
- **Perl Script Automation**
Recognizing that I would need to make approximately forty Perl scripts during the course of a semester, I took the initiative to optimize the process. By doing so, I learned how to do system calls, file existence error trapping, and permission setting while still learning the language.

Technology Summary

- Programming languages: Java, C, Perl, bash
- Operating Systems: Windows, macOS, Ubuntu, Mageia 5
- Tools: Sed, Awk, John the Ripper (password cracker)

WORK EXPERIENCE

Tutor for UTSA Department of Computer Science

January 2016 – Present

- Assist professors during lecture by debugging students' code when completing assignments
- Offered supplemental instruction to students, with a strong emphasis on providing academic assistance to students with limited to no coding background
- Translate high-level programming concepts into understandable terminology for non-CS majors
- Supervise and oversee Computer Lab and answer any questions from students regarding class material
- Learned semester's-worth software/language on shortened timeframe in order to mentor students

Jostens Sales Representative

August 2010 – July 2016

- Managed and assigned different employees based on skillset and availability. Worked in a cooperative team environment to ensure that everyone played to their strengths during group projects.
- Created and maintained the website utilized by customers to order items online, or check for their delivery dates. All graphics needed to be created by hand; done with Adobe Illustrator.
- Ensured client satisfaction with services provided by the company, from jewelry quality to verifying that correct information was utilized on Diplomas

ACTIVITIES

Association of Computing Machinery Student Chapter at UTSA – acm.utsa@gmail.com

December 2015 – August 2016

Chairman of Event Organization

- Duties included creating the monthly event for members to attend and "unwind" during the stressful semester