

Shepard Garrett

Dayton, OH | shepard@heerd.dev | github.com/Sheepheerd | linkedin.com/in/shepard-garrett | heerd.dev

EDUCATION

Wright State University

Aug 2023 — May 2027

Bachelor's of Science, Computer Science and Computer Engineering

Dayton, OH

- Cumulative GPA: 4.0/4.0
- Relevant Coursework: Data Structures

WORK EXPERIENCE

Full Stack Intern

May 2025 — Present

Altamira Technologies Corporation

Dayton, OH

- Entered into a full stack web application, written in TypeScript, Go, and Python
- Deeply improved in my understanding of front end development and the React framework
- Broadened my professional scope by transitioning from work done in Software Development to work done in Research and Development

Java Teaching Assistant

Sep 2024 — Present

Wright State University

Dayton, OH

- Teaching students in an Object Oriented Class why Procedural Programming is better
- Promoting archaic software and practices to young and conforming minds
- Questioning why people use VSCode

Software Development Intern

Jun 2024 — Aug 2024

SciTec, Inc

Dayton, OH

- Supported software development in Phase II SBIR contract for the Air Force on a four-person team at a 250 defense contract company
- Developed an understanding of the Spring Boot framework for Java
- Obtained valuable information relating to industry standard Software Development

Cyber Security Intern

May 2022 — May 2023

Altafiber

Cincinnati, OH

- Obtained fundamental Penetration-Testing skills on Linux based computers
- Learned and executed best practices relating to Digital Subscriber Lines and Access Control Lists
- Configured development level networks to serve as a deployment ground for enterprise level software

PROJECTS

Maintainer, Mynk-db

github.com/Sheepheerd/mynk-db

- A synching clone written in C

Maintainer, Solitaire-Chess

play.google.com/store/apps/details?id=org.ramstudios.solitairechess

- A chess game written in the Godot game engine“

EXTRACURRICULAR ACTIVITIES

Hackathon

Jan 31, 2025 — Feb 1, 2025

- Competed on a team of four to develop a completed piece of software in 24 hours
- We used a TypeScript frontend and Python backend to create a modular mapping system, ([PineMap](#))

SKILLS

- **Programming Languages:** Rust, Python, Nix, C/C++, Java, JavaScript, Godot, HTML/CSS, Bash,
- **Technologies:** Nix, Vim, UNIX, React, Git, Docker, NGINX, Google Cloud Platform