Garrett Tvedt

Full Stack Developer

gtvedt.com
github.com/tw33t3r

Technical Skills

Programming Languages

C++ • C • C# • Java • Python • GoLang • Haskell • Solidity • JavaScript • TypeScript • SQL Queries

Development Concepts

UI/UX Design • Database Design • Machine Learning • Blockchain • Operating Systems • Scrum

Technologies

Git • Docker • Angular • MySQL • Microsoft Azure • AWS • ASP.NET • Universal Windows Platform

Education

Pursuing a B.S. degree in Computer Science
University of Wyoming
Part Time Student
Anticipated Graduation: Spring 2021
Laramie, Wyoming

High School Education (GPA: 3.9)
Glenrock High School
Graduated Spring 2015
Glenrock Wyoming

References

References redacted for online resume, contact me on my website to receive offline copy with references attatched.

Work Experience

Aug 2020 - Current — **Dietary Aide**
- Cooking, Cleaning, Long-Term Patient Care.

Mar 2018 - Oct 2018 — **Bakery Clerk**
- Baking, Packaging, Organizing and Stocking Freezer, ordering, and end of day Dishes and Mopping.

Summer 2017 — **Cashier**
- Cashier, selling memberships, cleaning, and stocking.

Work Portfolio

Tools Used Typescript — **Web Portfolio** — www.gtvedt.com
https://github.com/Tw33t3r/Portfolio

Full Stack Web App created from scratch using the Angular framework, a serverless AWS Lambda backend, and mySQL.
- Optimized using Google's best practices.
- Created with UI/UX principles.
- Website back-end is managed with AWS Cloudfront, and AWS Lambda.
- Contact data is fed into and managed by a mySQL server.

Tools Used C++, C — **Functional Unix Filesystem**
https://github.com/Tw33t3r/Filesystem

Functional Unix Filesystem with a minimal partition manager and disk manager.
- A group project, coded in C++, managed with the Scrum Framework.
- Code was further edited and optimized for portfolio use.

Tools Used C#, C — **Optitrack Demonstration Game**
https://github.com/Tw33t3r/OptitrackDemo

Demonstration of Optitrack outside-in tracking working simultaneously with a Vive VR headset.
- C# code was used to manage the game environment as well as receiving data sent from a C driver which handles tracking data for room-scale Virtual Reality.
- By using a combination of room-tracked VR tools, such as a hammer and head mounted VR, a stronger sense of kinesthetic movement is possible.

Further Projects
programming projects may be found at my website: www.gtvedt.com, or on my github: www.github.com/Tw33t3r. In addition, upon request I can provide private links to further projects demonstrating capability in:

- Haskell
- GoLang
- Java
- Python
- Solidity
- SQL