Garrett **Lackey**
FULL STACK SOFTWARE ENGINEER

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With over a decade of experience in software development ranging from simple games to Full Stack Web Development, I have found a passion for problem solving. All of my projects have one thing in common: There was a technology or an idea I was curious about and made a deep dive into understanding/implementing its core functionalities. As such I have found myself in many corners of Software Development and Game Creation as I continue to further my path as a dedicated Software Engineer.

Technical Skills: JavaScript **|** Python **|** C# **|** C++ **|** Java **|** Flask **|** React **|** Unity **|** Photoshop **|** Premiere Pro **|** Blender **|** Unreal **|** SQLAlchemy **|** Sequelize **|** Audacity

Relevant Skills: State Management **|** Data Analysis **|** Client Management **|** Customer Service

PROJECT EXPERIENCE

Ready to Play Games | Flask **|** React **|** SQLAlchemy **|** Redux **|** AWS   GitHub \\ Demo \\ Live
- Designed and Deployed a relational database.
- Maximized development speed with Figma to make Wireframes.
- Utilized AWS for image uploads.
- Implemented advanced CSS to handle 3D transformations and animations for elements.

TuneTrax | Flask **|** React **|** SQLAlchemy **|** Redux **|** AWS   GitHub \\ Demo \\ Live
- Designed and Deployed a relational database.
- Utilized AWS for image and file uploads.
- Implemented 3rd party plugins to play/navigate songs, interactively load albums and songs for the homepage, and create a waveform.
- Led a team of 4 people to ensure deadlines were met.

ConUp | Express **|** React **|** Sequelize **|** Redux **|** AWS   GitHub \\ Demo \\ Live
- Deployed a relational database.
- Utilized AWS for image uploads.
- Prevented CSRF attacks.

Resurrection | Unity **|** C# **|** Photoshop **|** Blender **|** Audacity   Demo \\ Live
- Procedurally generated a map with enemies and decorations.
- Implemented a game loop with story elements and boss fights.
- Developed a save system that tracks player progress.
- Created all visual assets and sound effects.

Apologies: From The Void | Unity **|** C# **|** Photoshop   Demo \\ Live
- Procedurally generated a map using a meandering path.
- Launched over a weekend as a submission to the GMTK Game Jam.
- Taught a new platform to a teammate interested in expanding their development horizons.

The Last Track | Unity **|** C# **|** Photoshop **|** Audacity   Demo \\ Live
- Created all visual assets and music.
- This game was created over a weekend as a submission to the Brackeys Game Jam.
- Learned the animation state controller in Unity.

WORK EXPERIENCE

Kingdom Appliance | *Assistant Technician* **|** Waco, TX   **June 2015 – August 2018**
- Accompanied a Technician on In Home appliance repairs to ensure expediency and accuracy in diagnosis and repairs.
- Drafted receipts for customers on successful completion of service.
- Implemented conflict resolution techniques to sway customer anger and ensure a safe environment for my team.
- Honed problem solving skills to diagnose various machines with unique problems and system designs.

EDUCATION

App Academy \\ Full Stack Web Development   **Completed - 03/2024**
- Learned various forms of front and backend protection techniques.
- Solved various bugs in other developers' code.
- Worked with various Data Structures and Algorithms.
- Pair programmed with talented developers.

University of Texas at Dallas \\ *Coursework in Physics* | Dallas, TX   **In Progress - 2018**
- Learned multiple fields of Mathematics: Linear Algebra, Calculus of Many Variables, Differential Calculus.
- Completed upper level physics classes that taught problem solving skills.
- Designed and built various circuits and experiments.