

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 using SQLAlchemy to allow users to design campaigns and characters.
- Maximized development speed with Figma to make Wireframes, reducing the time needed to build frontend pages.
- Utilized AWS for secure image uploading.
- Implemented advanced CSS to handle 3D transformations and animations for elements.

TuneTrax | Flask | React | SQLAlchemy | Redux | AWS

[GitHub](#) \\ [Demo](#) \\ [Live](#)

- Led a team of 4 people to ensure deadlines were met and an excellent product was delivered.
- Designed and Deployed a relational database using SQLAlchemy.
- Utilized AWS for secure image and file uploads to allow songs to be stored on a remote server.
- Implemented 3rd party plugins to play/navigate songs, interactively load albums and songs for the homepage, and create a waveform from an audio file.

ConUp | Express | React | Sequelize | Redux | AWS

[GitHub](#) \\ [Demo](#) \\ [Live](#)

- Deployed a relational database using Sequelize to allow creating groups and events that can be seen by any user.
- Protected against CSRF attacks by implementing a CSRF token that is used to validate traffic to the site.
- Used a BCrypt Hashing function to store encrypted passwords ensuring that no plain text passwords are stored inside the database.

Resurrection | Unity | C# | Photoshop | Blender | Audacity

[Demo](#) \\ [Live](#)

- Procedurally generated a map with enemies and decorations to increase replayability.
- Implemented a game loop with story elements and boss fights allowing the player to gain a sense of progression outside of the upgrade system.
- Developed a save system that tracks player progress by encoding the relevant data into a binary string, saving storage space and in game progress.
- Created all visual assets and sound effects using Photoshop, Blender, and Audacity.

Apologies: From The Void | Unity | C# | Photoshop

[Demo](#) \\ [Live](#)

- Procedurally generated a map using a meandering path that can change during the course of the game.
- 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 in the jam duration using Photoshop and Audacity.
- This game was created over a 48 hour period as a submission to the Brackeys Game Jam.
- Learned the animation state controller in Unity to handle multiple states that the character can be forced into.

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 while pair programming with talented developers.
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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.