Grant W. Grubbs

Please use the contact form on my website to get in touch with me.

EDUCATION

Rochester Institute of Technology (Rochester, NY)
Bachelor of Science in **Software Engineering**
Graduated May 2020 (3.68 GPA)

RELEVANT WORK EXPERIENCE

Vulnerability Research Assistant at RIT Spring 2019 – Spring 2020

- Assisted in the research and development of an open-source website named the Vulnerability History Project that serves as a museum for major software vulnerabilities using primarily Ruby on Rails and JavaScript.

Applications Engineering Intern at Oracle Summer 2019

- Developed and deployed numerous Java and JavaScript bug fixes for Oracle's Primavera software as a full-stack engineering intern.

Software Engineering Intern at Diebold Nixdorf Summer 2017 - Fall 2017, Summer 2018

- Developed software for processing and manipulating machine-generated big data using C# and Splunk's search processing language.

Web Development Intern at NetCuro Summer 2016, Summer 2017

- Developed the front-end and back-end of NetCuro's public-facing website with HTML, JavaScript, CSS, and Python.

TECHNICAL SKILLS

Languages: Java, C/C++, JavaScript, Python
Technologies: Splunk, Git, Linux

EXTRACURRICULARS

Executive Board Member: **Toastmasters**
Administrative Volunteer**: NCMEC**

PROJECTS

Senior Project: Visualization & Control of Radars Fall 2019 – Spring 2020

- Served as a developer and project manager in a year-long project aimed at creating an IoT Android application that enables the user to control mmWave sensors from anywhere in the world using primarily C and React Native.

ePortfolio Website: GrantGrubbs.com Summer 2016 – Spring 2020

- Developed the website from scratch using HTML, JavaScript, and CSS in order to showcase and improve web development abilities.

Healthcare Management System Fall 2016

- Performed as team leader to three other students in developing a website for a fictitious hospital using Python, Django, HTML, JavaScript, and Subversion.

Holo-Desk with the SSE Spring 2016

- Collaborated with the Society of Software Engineers to create an interactive tabletop system using Python, C++, a Raspberry Pi, a Microsoft Kinect, and accelerometers.