

# ForrestPruitt

software developer

## contact

Chattanooga, TN

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ForrestPruitt.com

LinkedIn

## programming

Java

Python

Django

Javascript

Node.js

Ruby

Rails

C#

HTML5 & CSS3

## education

- 2010–2014 **Bachelor** of Computer Science The University of Tennessee at Chattanooga  
Specialization in Information Security and Assurance
- 2012 **Bachelor with Honors** of Computer Science Griffith College, Dublin  
Study Abroad

## experience

- Aug 2014 – **BELLHOPS** Chattanooga, Tennessee  
Software Developer
- Designed and developed an API to connect a Django backend to iOS, Android, and Web clients
  - Worked with a mid-sized team to develop features to increase the usefulness and stableness of an existing application with a large user base
  - Utilized test-driven development, pair programming, and the scrum methodology to efficiently meet milestones
- Apr 2014 – **CARBON OBJECTS** Chattanooga, Tennessee  
Software Developer
- Developed key features for a highly available and scalable cloud platform used to facilitate the sale of artwork
  - Created an API to connect a Django backend to iOS and Web clients
  - Utilized test-driven development, pair programming, and the scrum methodology to efficiently meet milestones
- 2012–2013 **ENGAGE3D** Chattanooga, Tennessee  
Lead Application Developer
- Developed next-generation network applications centered around Chattanooga's gigabit-to-home fiber connections
  - Received recognition on the White House Tech Blog after demonstration of 3D Videoconferencing from Chattanooga to Chicago
  - Hosted events to teach and inspire students, professionals, and anyone who cares to learn
- 2011–2014 **NATIONAL CENTER FOR COMPUTATIONAL ENGINEERING: THE SIMCENTER** Chattanooga, Tennessee  
Assistant Systems Administrator
- Performed daily maintenance of a large cluster of nodes
  - Developed and documented procedures for standard diagnosis of frequently occurring problems
  - Developed tools to improve faculty efficiency
  - Provided support for an on-site user base of 50+

## awards

- 2014 **IGDA Japan Tokyo Game Show Scholar** International Game Developers Association  
Passes to Tokyo Game Show awarded to the most promising students studying anything related to game development. Also included studio tours in Tokyo.
- 2013 **Mozilla Ignite Funding Winner** Mozilla Ignite/US Ignite  
\$50,000 awarded over three periods of funding for my team's work on 3D Videoconferencing
- 2013 **Computer Science and Engineering Scholarship** The University of Tennessee at Chattanooga  
\$1000 awarded to two computer science and engineering students who have demonstrated excellence.
- 2010-2014 **Provost's Scholarship** The University of Tennessee at Chattanooga  
Awarded to students who maintained an excellent GPA

## communication skills

- 2013 **Technical Presentation** US Ignite Application Summit, Chicago, IL  
Demonstrated the 3D Videoconferencing tool to an audience of 200+ via a live stream from Chattanooga to Chicago across Internet2.
- 2013-2014 **Team Leader** UTC Senior Capstone CPSC 4910  
Organized meetings and work for a team of four. Duties included organization of weekly meetings, preparation of bi-weekly status reports, creation and delivery of monthly oral presentations on the status of the project.
- 2014 **Technical Presentation** Mozilla Gigabit Fund Kickoff  
Demonstrated the Hyperaudio Pad, part of my Senior Capstone project, to 100+ interested community members.

## interests

**professional:** game engine development, game architectures, design patterns, api development, user experience, gigabit connectivity, new tools, coding sprints

**personal:** gaming, travel, reading, good food, super smash bros, hiking