

Gregory Merrill

Berkeley, CA 94705 | (510) 210-7036

gmerrill03@gmail.com | [linkedin.com/in/g-merrill](https://www.linkedin.com/in/g-merrill) | github.com/g-merrill | g-merrill.github.io/portfolio

PROFILE

Creative and approachable software engineer who loves to find solutions for any problem thrown his way. Draws from his background in mechanical and forensic engineering. Excels at breaking systems down into digestible chunks to analyze how they work. Possesses a continuous desire to learn. Enjoys analyzing, building, and improving software systems, whether they are single functions or fully-deployed apps. Optimistic person and someone who loves being around other people. Hearty advocate for team-driven solutions and sharing collaborative successes.

TECHNICAL SKILLS

Languages and Frameworks

- JavaScript
- React
- Node
- Python
- Django
- jQuery
- HTML
- CSS
- Bootstrap
- Materialize
- VS Code

Server-Side and Database

- Express
- PostgreSQL
- Mongoose
- MongoDB
- OAuth
- Passport
- Amazon S3
- Heroku

Version Control and Workflow Management

- Git
- GitHub
- Command Line
- Trello
- InVision
- Figma

Methodologies

- Object-Oriented Programming
- MVC Pattern
- Wireframing
- ERDs
- User Stories
- Responsive Design

EDUCATION

General Assembly Software Engineering Immersive

Full-stack bootcamp

San Francisco, CA
07/2019 – 10/2019

Texas A&M University

B.S. Mechanical Engineering

College Station, TX
05/2015

EXPERIENCE

General Assembly

Software Engineering Immersive Graduate

San Francisco, CA
07/2019 – 10/2019

Learned full stack software development over the course of 12 weeks. Completed four projects based on current technologies being learned.

McDowell Owens Engineering

Forensic Mechanical Engineer

Houston, TX
01/2016 – 03/2019

Applied Scientific method to investigate and examine hundreds of engineering failures. Assembled and configured engineering tests to test hypotheses and gather results. Performed data analysis on testing data and communicate results in understandable way. Gathered and relayed documentation information efficiently from legal, corporate, and scientific sources to compile into a technical report.

Forensic Engineering Lab Technician

07/2015 – 12/2015

Enforced an organized forensic evidence warehouse and implement an evidence documentation process. Learned and mastered new technologies on the job, including a computer-aided fire behavior analysis program. Enabled the use of Schlieren Optics for testing purposes. Composed and revised technical reports given to clients upon completed investigation.

PROJECTS

Minesweeper [GitHub](#) | [Application](#) (Concept project)

August 2019

Developed game as a single-page web application using HTML, CSS, and JavaScript. Successfully planned project design using wireframing, pseudocode, and the MVC pattern. Learned how to break down and apply game logic using JavaScript. Strengthened page structure and styling skills using HTML/CSS.

protestNOW [GitHub](#) | [Application](#) (Concept project)

October 2019

Developed a story-sharing web platform for protest participants using a React front-end. Utilized Express and MongoDB for back-end data management to create a full MERN-stack app. Implemented image uploading and the ability to edit submitted stories. Curated a consistent theme and design, focusing specifically on stories that users have shared.