





GARRETT MYERS


Software Developer

 248.228.4787

 garrettm-dev.com

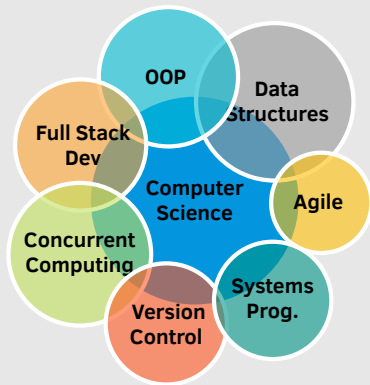
 myers.gmm@gmail.com

 /in/myersgmm/

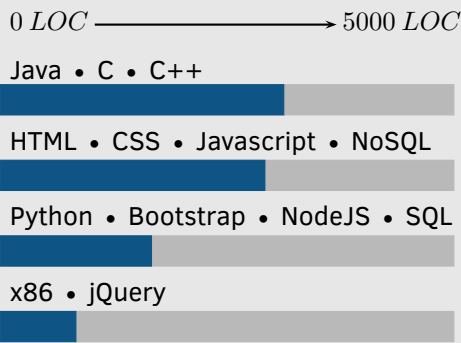
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Technical Skills

Overview



Programming



Education

BS. Computer Science (GPA: 3.55)
Specialization: Computer Science
Michigan Technological University
2012 - 2016 | Houghton, MI

Objective

I have recently graduated from Michigan Technological University with a degree in computer science and relocated to Los Angeles. I am seeking employment to use and expand my skill set as a software developer. With me, I will bring a strong understanding of computer science and development principles as well as a curious and industrious approach to my work.

Experience

May 2018 - Present	Web Developer & Consultant	Legal Ease LLP
	<ul style="list-style-type: none">• Carried out administrative and web development functions for a consulting business• Developed and maintained online web presence and implemented SEO strategies• Collated and screened opportunities for expanding client base• Projects: Information aggregating app for counseling facilities Tools: HTML, CSS, Javascript, Node.js, EJS, Express, mongodb	
Dec 2016 - Present	Webmaster	Slatter Law Firm
	<ul style="list-style-type: none">• Maintained the firm's website by acting as liaison to their web development contractor• Created content using SEO principles to help website traffic	
June 2015 - August 2015	InfoSec Specialist	Ford Motor Company
	<ul style="list-style-type: none">• Worked with security professionals at Ford Motor Company as an intern• Participated in sessions utilizing Microsoft Threat Modeling Tool to map out vulnerabilities• Researched industry concerns about information security and social engineering• Documented penetration testing technologies and methodologies for consideration by management	
College	Software Developer	Husky Game Development - MTU
	<ul style="list-style-type: none">• Developed games in mock industry environment for MTU's enterprise program• Worked in an agile dev environment with a team of diverse skill sets• Projects: VR Wolf Simulator Tools: C++, OpenGL, FMOD, Git Roles: Integrating FMOD sound projects with in game entities	
College	Software Developer	Team Software Project - MTU
	<ul style="list-style-type: none">• Worked with team of 4 to develop an augmented reality game• Produced working versions for every agile sprint• Organized team standup meetings• Projects: AR "DOOM" Tools: Android, Javascript, Java, Vuforia SDK, Eclipse, Coffee Role: Properly integrating Vuforia, rendering sprites over camera view	