



GARRETT MYERS

Software Developer



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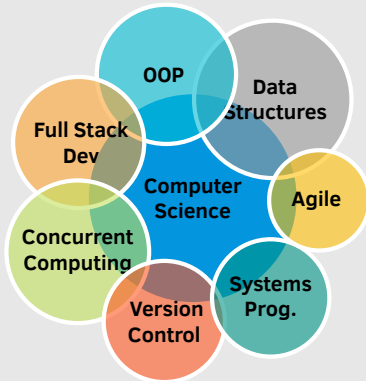


/in/myersgmm/



gKalkin

Technical Skills — Overview



Programming

Level of Competence

Java • C • C++

HTML • CSS • Javascript • NoSQL

Python • Bootstrap • NodeJS • SQL

Git • jQuery

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

- 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

- 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

- 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

- 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

- 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