



# GARRETT MYERS


## Software Developer

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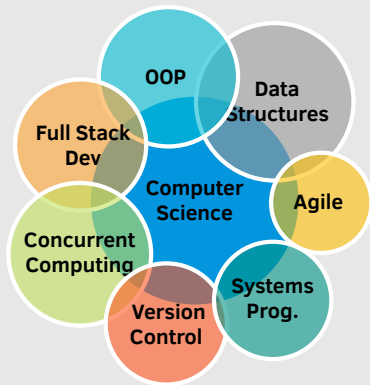
 www.garrettm-dev.com

 myers.gmm@gmail.com

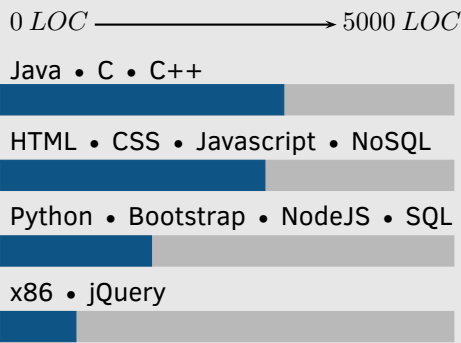
 /in/myersgmm/

 gKalkin

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