

GARRETT MYERS

Software Developer

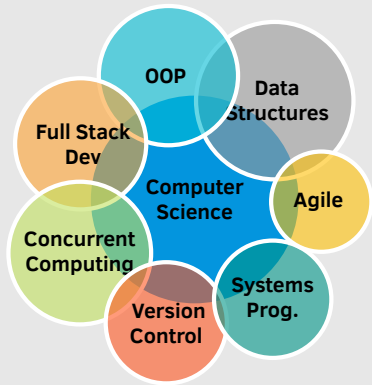
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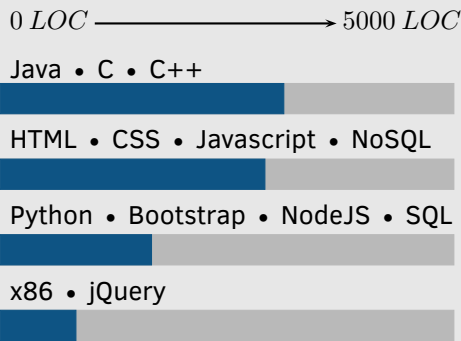
 /in/myersgmm/

 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	Web Developer & Consultant	Legal Ease LLP
	<ul style="list-style-type: none">Carried out administrative and web development functions for a consulting businessDeveloped and maintained online web presence and implemented SEO strategiesCollated and screened opportunities for expanding client baseProjects: 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 contractorCreated 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 internParticipated in sessions utilizing Microsoft Threat Modeling Tool to map out vulnerabilitiesResearched industry concerns about information security and social engineeringDocumented 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 programWorked in an agile dev environment with a team of diverse skill setsProjects: 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 gameProduced working versions for every agile sprintOrganized team standup meetingsProjects: AR "DOOM" Tools: Android, Javascript, Java, Vuforia SDK, Eclipse, Coffee Role: Properly integrating Vuforia, rendering sprites over camera view	