



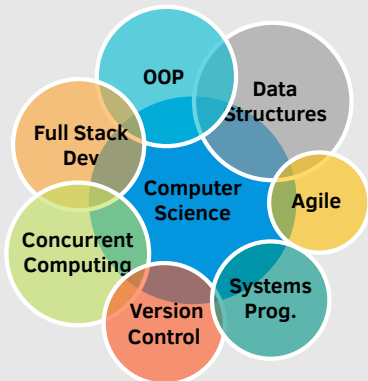
# GARRETT MYERS

## Software Developer

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## 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