# GARRETT MYERS

## Software Developer



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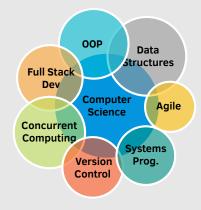
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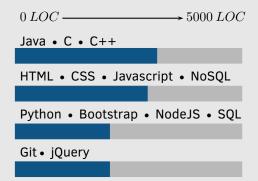
gKalkin

# 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 -

## **Web Developer & Consultant**

Legal Ease LLP

Present

- 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 - InfoSec Specialist

Ford Motor Company

- August 2015
  - · 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