Garrett Geesink

📞 949-359-1622 ✉ garrett.geesink@gmail.com 🌐 garrettgeesink.github.io ⬤ garrettgeesink 𝗂𝗇 garrett-geesink

Education

University of California, Riverside   Riverside, CA
MS, Computer Science   *September 2022 – June 2023*

Technical Skills

Languages: C#, Python, JavaScript, Java, C++, React, HTML, CSS, SQL, YAML
Developer Tools: Git, GitHub, Jira, GoogleTest, Unity, GitHub Actions, CMake, Valgrind, Qt, Figma
Technologies: .NET Framework, Microsoft SQL Server, Node.js, Express.js, MongoDB, Vercel, HTTP

Experience

American Technical Services   Norco, CA
Software Engineer | Fullstack   *September 2023 – May 2025*

- Deployed a customizable ERP dashboard enabling inventory management, asset tracking, and mass notification
- Built a customer portal where customers can manage orders for asset calibration and see detailed inventory data
- Developed, tested, and deployed a bulk email system for sending thousands of emails at once
- Created .NET web applications using **JavaScript**, **C#**, and **HTML**
- Utilized **Git** and **Jira** for team-based development with merge requests and CI/CD pipelines
- Developed documentation and functional testing procedures using **TestRail**
- Wrote and optimized SQL queries using **Microsoft SQL Server** to reduce API call time by over 80%
- Designed front-end UI for software and linked it to back-end with RESTful API calls

UC Riverside   Riverside, CA
Teaching Assistant | Software Engineering   *September 2022 – June 2023*

- Conducted labs on **C++**, **Agile**, **UML, SOLID principles**, and **version control**
- Tested and debugged software using **GoogleTest**, **Code Coverage**, and **Valgrind**
- Implemented **YAML** files to automate regression testing and **Continuous Integration (CI/CD)**
- Provided feedback on 60+ software projects for 250+ students
- Conducted labs on virtual reality software construction using **Unity**, **C#**, and **Oculus Rift**
- Developed educational VR software to supplement teaching

Horita   Capistrano Beach, CA
IT Specialist   *February 2019 – March 2021*

- Developed inventory management software to keep track of parts using **Excel VBA**
- Maintained computers and server systems running on **Microsoft SQL Server** and **Batch**
- Improved security of company website and reduced bot traffic by 90% using **Google reCAPTCHA v3**

Projects

TypeFight | *JavaScript, React.js, Node.js, Express.js, MongoDB*   **github.com/AaronGeesink/TypeFight**

- Created 6 **React** web pages for a speed-typing game with user profiles, global rankings, commenting, and follower lists.
- Developed Back-end **Node.js** server using **Express.js** to handle HTTP requests and **MongoDB** to store data.

Verne | *Unity, Oculus, C#*   **chatmansave.itch.io/verne**

- Software that teaches virtual reality concepts using **Unity, C#**, and **Oculus SDK**
- Created 60+ pages of project specifications while using **Agile** methodologies.

UCR CompSci Discord | *Python, JavaScript, React.js, Next.js, Vercel, JSON*   **ucr-cs.vercel.app**

- Developed a **Python** Discord bot to manage server activities for a community of 1700+ UCR students.
- Deployed a **React** website for the server using **Next.js**, **GitHub** and **Vercel**.

Dungeon Designer | *C++, GoogleTest, Valgrind*   **github.com/AaronGeesink/Dungeon-Designer**

- Used **C++**, **CMake** and **Agile** to develop 18 OOP classes using 3 design patterns.
- Created 50+ **GoogleTest** test cases and used **Valgrind** to eliminate memory leaks.