Gatlin Farrington

602-810-8556 • gwfarrin@asu.edu • gatlinfarrington.github.io

EDUCATION

B.S. Computer Science (Cyber Security)   Expected May 2023
Arizona State University, Ira A. Fulton School of Engineering, Tempe, AZ   3.81 GPA

TECHNICAL SKILLS

Programming Languages: Java, C++, C#, Python, Visual Basic, C, Swift, SQL
Front-End: HTML, CSS, JavaScript
Tools, Databases, and OS: PostgreSQL, MySQL, Unix, Windows, Tableau, Microsoft SQL Server Management Studio (SSMS), Xamarin, Jira, Azure DevOps

RELEVANT COURSEWORK

Data Structures and Algorithms, Operating Systems, Principles of Programming Languages, Information Assurance, Theoretical Computer Science, Intro to Software Development, Database Management, Human Computer Interaction, Network Security

PROFESSIONAL EXPERIENCE

Garmin, Scottsdale, AZ: Software Development Intern   05/2022 - Current
- Developed an Internal Tool used to Enhance process of automatically generating and storing seat maps of over 1000 airplanes for multiple airlines, decreasing database read and writes required by 98% and reducing time to generate a seat map by over 90%
- Created XML structure that is generated alongside seat maps to represent locations of all seats and occupants in an aircraft to be used by multiple teams and the tools they are working on

Scottsdale Unified School District, Scottsdale, AZ: Assistant Project Manager   06/2020 - Current
- Assisted in Managing over $100,000,000 of School Construction and Renovation Projects to create a better learning environment for students by working alongside contractors, subcontractors, architects, and others
- Directed High School interns in their day-to-day tasks such as: document tracking, file management, and various other tasks
- Recreated and revised Construction Documents in AutoCAD

RELEVANT PROJECTS

Trick-or-Treating Simulator, *Hackathon Project*   Fall 2020
- Developed and presented a Virtual Reality Trick-or-Treating Simulator in Unity Game Engine amid the COVID-19 Pandemic
- Implemented Unity Virtual Reality Libraries and wrote object interaction scripts in C#
- Awarded 3rd place and Best UI/UX award

First Robotics Competition, *After-School Club*   Fall 2016-Spring 2020
- Wrote Operating Software for a custom designed robot to compete against other teams internationally
- Used Python and Network Tables to develop a vision processing system to allow to robot to adjust itself without user input

Sun Devil Robotics Club, *University Rover Challenge*   Fall 2022 - Current
- Integrated C++ Software into Rover running ROS (Robot Operating System) to control multiple Subsystems on Robot
- Designed and Developed Control Station Web Interface used while controlling the Rover In competitions

OTHER WORK EXPERIENCE

Scottsdale Unified School District, Scottsdale, AZ: Student Intern   06/2019 - 06/2020
- Scanned thousands of physical Construction documents from the last 100 years to allow digital access to them from anywhere in the world
- Refined system to track over 1000 construction, maintenance and preventative maintenance projects happening throughout the school district

EXTRACURRICULAR ACTIVITIES

Software Developers Association, Tempe, AZ   08/2021 - Current
- Attend bi-weekly meetings to gain experience in Computer Science, Software Engineering, and other related topics

FIRST Robotics Competition Coach, Scottsdale, AZ   08/2017 - Current
- Taught over 100 students about: Programming, Mechanical and Electrical Engineering, Graphic Design and Branding, Financial Planning, Entrepreneurship and Presentation skills
- Curated Curriculum to help students know how to teach their peers different skills in multiple engineering fields
- Lead students through high-stress environments such as competitions, developing skills to work under strict deadlines and under lots of pressure