Grant Bingham

Software Consultant
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Education

Whitworth University
Spokane, WA

Bachelor of Science in Computer Science, GPA: 3.3/4.0 — *Dec 2018*

- **Track and Field**, Team Captain, 1st Team All-Conference, All-Region
- **Cross Country**, Team Captain, 1st Team All-Conference, All-Region

Experience

Fast Enterprises, LLC
Little Rock, AR

Software Consultant — *Jan 2019 - Nov 2020*

- Developed production enhancements and fixes for the state's DMV application with object oriented programming. This application is built on the .Net stack and a SQLServer database.
- Implemented and optimized SQL stored procedures for routine reports used by business analysts.
- Consulted with state workers to gather requirements for changes to existing business processes.
- Used agile methodologies to develop and demonstrate software changes.
- Quality Assurance for production changes with Unit and Integrated Testing.

Whitworth University Office of Church Engagement
Spokane, WA

Web Development Intern — *May 2017 - Aug 2017*

- Built a full stack web application that allowed for church members to volunteer for various activities/events, this improved the efficiency of the congregation's volunteering process.
- Set up a MySQL database to store user's contact information via MySQL API calls.
- Used PHPMailer Library to send the user's contact information to the manager of each position the user applied for.

Spokane Valley Tech
Spokane, WA

Programming Mentor, TA — *Jun 2018 - Jul 2018*

- Taught students fundamentals of front end web development and assisted in debugging/problem solving.

Projects

Allele Frequency Simulator

- A web application built on the Angular4 platform, Flask micro framework, and Python.
- The application was developed for the Whitworth Biology Department, and provides a graphical representation of the frequency of dominant alleles within populations. The algorithm is based on the Hardy-Weinberg equation and uses random pairing of parent alleles.
- Our team utilized agile methodologies for this capstone project.

CPU Process Scheduler

- A console application that simulates how an operating system might schedule a batch of jobs.
- This simulation includes C++ implementations of First-Come-First-Served, Shortest Process Next, Load Sharing, and Round Robin scheduling algorithms.

Traveling Mailman

- Implemented the Held-Karp Algorithm with Python, which is a dynamic programming approach for the Traveling Salesman problem.
- I used my implementation to determine the optimal mailing route for the Whitworth Post Office.

Personal Website

- www.grantbingham.com (for additional information and projects)

Skills

Languages	Java, C#, Python, C++, VB.NET , SQL, HTML, CSS, Javascript
Frameworks	React, Angular4
IDE's/Software	VisualStudio, Eclipse, VSCode, SQLServer
Additional Skills	AWS, Git/Github, MVC, Top Notch Googler