GEORGE FAYETTE

Full Stack Software Engineer

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PROFESSIONAL EXPERIENCE

Software Developer 2020 - 2022

Meijer Inc.

- Developed solutions to improve and modernize existing store technology.
 - Configured pipelines to build, test, and deploy software to Meijer infrastructure.
 - Assisted in upgrading mobile software to support a wider range of devices and operating systems.
 - Developed software to automatically configure firmware on store devices.
 - Developed batch jobs to automatically correct price inaccuracies on electronic shelf tags.
 - Fixed bugs in mobile software and provided architectural assistance when needed.
- ► Collaborated with Meijer engineers, contractors, and business partners to develop an inventory management system for Meijer stores.
 - Worked with a team of 4 to develop a front-end mobile application for the project.
 - Implemented several features and aided front-end and back-end developers when needed.
 - Participated in demos for business sponsors and answered technical questions about the project.

Electrical Contractor 2018 - 2020

Conveyability Inc.

Assisted in the design, construction, and installation of automation equipment for several manufacturers and warehouses in Michigan.

Controls Electrician 2017 - 2018

Tuff Automation Inc.

- ► Collaborated with engineering and sales to manage the construction and installation of industrial automation equipment throughout the US and Mexico.
- Developed software to interface with programmable logic controllers.

EDUCATION

Bachelor of Science in Computer Science Grand Valley State University Magna Cum Laude Graduated May 2020 Grand Rapids, MI

PROJECTS

- Inventory management system
- Website for local business
- Mobile game with 3D graphics and shaders
- •PGP encryption implementation with RSA and bitwise XOR
- •WAV file editor with steganography and audio effects
- Personal website with 2D graphics and shaders
- Image classifier with convolutional neural network

- C#, Xamarin, Azure, Cosmos DB, SQL
- JavaScript, TypeScript, React
- C#, Xamarin, OpenGL, GLSL
- Java
- C, Linux
- JavaScript, WebGL, HTML, CSS
- Python, TensorFlow