

Garrett J. Gregory

SOFTWARE ENGINEER · RECENT GRADUATE

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Summary

All-around computer geek who loves everything Linux and spends far too much time customizing desktop environments and text editors. Started out with video game programming in high school and quickly fell in love with it. Served in the United States Army as an infantryman, completing a tour in Baghdad, Iraq out of high school, then reignited a deep-seated passion for technology while studying Computer Science at Western Washington University. Currently looking to start a career in software engineering.

Education

Western Washington University

Bellingham, WA

B.S. IN COMPUTER SCIENCE

Graduated Dec. 2016

Achieved an overall GPA of 3.45 and an in-major GPA of 3.52.

Courses of note: Operating Systems, Computer Networks, Computer Security, Cryptography, Concurrency, Database Systems, Unix Software Development, Mobile Device Programming, Object Oriented Design, Analysis of Algorithms, and Data Structures.

Projects

DRS Login System

PYTHON, HTML/CSS, DJANGO

Team project. A web-based card reader login system with admin tools. Main responsibilities involved design and back-end development. Currently being utilized by the Disability Resources for Students testing center at Western Washington University.

Process Monitor

C, GTK+

A graphical process monitor for Linux. Continually monitors and displays detailed process information such as CPU utilization and memory usage.

Command-Line Interpreter

C

A Linux-based Command-Line Interpreter written in C which introduces its own commands, handles all standard Bash (Unix shell) commands, and supports nested I/O redirection.

Ethical Security Exploits

PYTHON, GDB, VIRTUALBOX, PERL, PHP

Discovered several vulnerabilities on virtual servers in a controlled educational environment, then successfully designed and executed exploits for each of them. Types of exploits included: command injection, SQL injection, buffer overflow, and heap overflow.

Network Sudoku

C

A multiplayer text-based sudoku game that implements the client-server model, allowing several players to play together in real-time over a TCP connection.

Technical Proficiency

Programming Languages

JAVA, C, PYTHON, HTML/CSS, JAVASCRIPT, C++

Operating Systems

LINUX, ANDROID, WINDOWS

Tools & APIs

GTK+, ANDROID STUDIO, GDB, GIT, SUBVERSION, BOOTSTRAP, DJANGO, MYSQL, VIM, ECLIPSE