Garrett Whitehead

Fayetteville, AR | P: (479) 595-9244 | glwhiteh@uark.edu | https://www.linkedin.com/in/garrett-whitehead/

EXPERIENCE

J.B. HUNT *Lowell, AR*
Application Development Intern *Mar 2019 – July 2021*

- Leveraged Angular to implement an autofill feature into the J.B. Hunt Carrier Automation Management website, streamlining the process of searching for builds and increasing efficiency for employees.
- Created and implemented many Unit and End-to-End tests for various J.B. Hunt applications, resulting in exceptional reliability and uptime for production services.
- Pioneered the creation of a virtual reality Final Mile delivery experience using Unreal Engine 4, designed to enhance the training of J.B. Hunt carriers working in warehouses or in the field as final mile delivery drivers.

EDUCATION

UNIVERSITY OF ARKANSAS *Fayetteville, AR*
Bachelor's Degree in Computer Science *Aug 2019 – Dec 2023*
Relevant Coursework:

- Formal Languages and Computability
- Algorithms
- Software Engineering
- Database Management Systems
- Systems Synthesis
- Embedded Systems

PROJECTS

GROCERY MANAGEMENT

- Developed a Swift app that uses Google Cloud Vision API's OCR technology to scan Walmart receipts and extract data on grocery items using a custom endpoint. The app also notifies users of perishable item expiration dates, revolutionizing the way users manage their grocery purchases.

COLLISION DETECTION

- Implemented an advanced crash detection system using an Arduino and accelerometer that utilized Python, Twilio API, and Firebase to instantly notify emergency services. Recognized with the first-place award at the 2019 University of Arkansas ACM Hackathon.

DISCORD BOT

- Designed a Discord bot using JavaScript and a Node.js backend with a wide range of features including betting on friends' video game matches using a custom fake currency, hosting local game servers, playing music, and moderating users.

SIMULATED LASER TAG

- Co-developed a laser tag simulation that uses a Firebase database to manage player IDs and a Python/Flask backend with an HTML/JavaScript frontend to simulate player traffic and display real-time scoreboard updates, complete with music and retro styling.

AWARDS

GOOGLE TECH CHALLENGE *Sept 2019*

- 1st place out of all University of Arkansas students.

UNIVERSITY OF ARKANSAS HACKATHON *Mar 2019*

- Awarded first place at the University of Arkansas ACM Hackathon (J.B. Hunt) for developing an innovative product that addressed real-world problems within a 24-hour timeframe.

JOHN BROWN UNIVERSITY PROGRAMMING COMPETITION *Feb 2019*

- Awarded second place at the John Brown University Programming Competition (JBU), demonstrating the ability to solve complex problems under time pressure, outperforming more than 10 competing teams.

ADDITIONAL

Languages: Java, C++, Python, JavaScript, TypeScript, HTML 5, CSS, SQL
Frameworks: Angular, Node.js, React Native, React.js, Spring Boot
Tools: Agile / Scrum, Git, Azure DevOps, Firebase, MongoDB