

Garrett Whitehead

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| <https://gwportfolio-db.web.app/>

Results-driven Software Engineer with expertise in full-stack and mobile development. Strong foundation in React, React Native, and Firebase, with a focus on performance optimization and scalable architecture.

EXPERIENCE

OZARK APPS

Fayetteville, AR

Software Engineer I

Sep 2024 – Present

- Architected and refactored over 40+ components in multiple cross-platform apps using React Native with Firebase backend and cloud functions, improving maintainability and reducing redundancy.
- Optimized existing codebases and resolved critical issues on projects, reducing backend load by 14% via API optimizations and significantly improved performance via query optimization, reducing overall load times for end-users by 22%.

J.B. HUNT

Lowell, AR

Application Development Intern

Mar 2019 – Aug 2021

- Leveraged Angular to implement autofill features into the J.B. Hunt Carrier Automation Management website, streamlining the process of searching for builds by 55% and improving employee efficiency.
- Created many Unit and End-to-End tests for various J.B. Hunt applications. Covered on average 90% of code, resulting in exceptional reliability and greater uptime for production services.
- Diagnosed over 40+ issues and added features in the J.B. Hunt Drive app (React Native), leading to a 14% improvement in overall app speed and a greater overall driver experience.

EDUCATION

UNIVERSITY OF ARKANSAS

Fayetteville, AR

Bachelor's Degree in Computer Science

Aug 2019 – Dec 2023

- Relevant Coursework: Formal Languages and Computability, Software Engineering, Systems Synthesis, Algorithms, Database Management Systems, Embedded Systems.

PROJECTS

PERSONAL PORTFOLIO: <https://gwportfolio-db.web.app/>

- Web app in React using Google Firebase Hosting and Firebase Cloud Functions showing other projects.

CUSTOM SIZE CONNECTIONS GAME: <https://customsizeconnections.netlify.app/>

- A React implementation of the NYT game 'Connections' with custom sized boards and shareability.

GROCERY MANAGEMENT

- Developed a Swift app using Google Cloud Vision API OCR to scan Walmart receipts and extract data on grocery items using a custom endpoint, alerting users when perishable items were near expiration.

MOBILE OFFLINE STREAMING SYSTEM

- Offline mobile video streaming service for rural areas using WebRTC and OBS for sub-1 second latency.

AWARDS

UNIVERSITY OF ARKANSAS HACKATHON

Mar 2019

- Awarded first place at the University of Arkansas ACM Hackathon for developing an innovative product that addressed real-world problems within a 24-hour timeframe. (See: Collision Detection Project)

GOOGLE TECH CHALLENGE

Sept 2019

- A programming challenge competition, awarded 1st place out of all University of Arkansas students.

JOHN BROWN UNIVERSITY PROGRAMMING COMPETITION

Feb 2019

- Awarded second place of 10+ teams at the John Brown University Programming Competition (JBU).

SKILLS

Languages: Java, C++, Python, JS / TS, Swift, SQL, GraphQL

Frameworks & Libraries: React, React Native, Redux, Angular, Node.js, Next.js, Spring Boot

Tools & Platforms: Azure, AWS, Google Cloud, Docker, Kubernetes, Firebase, MongoDB, Postman