

# Garrett Bodily

Orem, UT - Email me on Indeed: [indeed.com/r/Garrett-Bodily/5a997a9c3722e3a5](https://www.indeed.com/r/Garrett-Bodily/5a997a9c3722e3a5)

C++ Software Engineer

Authorized to work in the US for any employer

## WORK EXPERIENCE

### Software Developer

MX - Lehi, UT - February 2015 to Present

Part of a cross platform mobile team. The mobile app is white labeled for several banks and credit unions including AFCU and BECU. The app is written in C++11 and then deployed to iOS, Android and Windows phone. Have worked on adding new features, unit tests, improving performance, and debugging.

### Software Developer

Belcan - Provo, UT - January 2012 to February 2015

Worked on computational geometry tools for various companies. The tools were written in C++ and used the CAD systems' APIs. CAD systems are meant to be very general, these tools were created to make the CAD systems more specific to the product of the company.

### Research Assistant

BYU - January 2010 to January 2012

Continued work remotely for Pratt and Whitney. Worked on tools for calculating offset surfaces which became the basis for masters thesis.

### Software Developer at Pratt and Whitney

methods Group - May 2009 to December 2009

Worked as developer in the methods Group. Was responsible for automating engineering processes using C++ and a variety of APIs. Created several new and innovative automated processes and improved upon others.

## EDUCATION

### MS in Mechanical Engineering in Mechanical Engineering

Brigham Young University

April 2014

### BS in Mechanical Engineering in Mechanical Engineering

Brigham Young University

April 2009

## SKILLS

C++ (8 years)

PUBLICATIONS

**A Computational Hybrid Method for Self-Intersection Free Offsetting of CAD Geometry**

<http://scholarsarchive.byu.edu/etd/5293/>

April 2014