

JOHN GARRETT

Experienced web, desktop, and iOS developer
<https://garrepi.dev>

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EDUCATION

Georgia Institute of Technology

B.S. in Computer Science with a minor in Mathematics, GPA 3.31

- Thread selection in Devices and Systems & Architecture

The University of North Carolina at Charlotte

Freshman year studying Computer Science with a minor in Mathematics, GPA 4.0

Atlanta, GA
Aug 2019 - Fall 2022

Charlotte, NC
Jul 2018 - May 2019

EXPERIENCE

Barrel Proof Apps

Independent Contractor, Cross Platform Developer

- Built and maintained infrastructure to meet the demands of clients
- Contributed to the ReactNative inspection utility app used by QI2
- Utilized Node.js, MongoDB, and React to structure the web client and interoperability between QI2 inspectors
- Effectively handled an entirely remote work environment by reliably communicating and exceeding deadlines

Atlanta, GA
Aug 2020 - President

SameTunes - sametunes.com

Fullstack Developer, Interim CTO

- Migrated an existing codebase to a type-safe MVVM architecture
- Increased speed, stability, and code uniformity while decreasing duplication, database calls, and page load times
- Built and implemented a caching engine that has stored over 15 million items to reduce Spotify's rate limiting
- Designed a majority of the APIs, frontend pages, and backend logic used throughout the entire platform today

Atlanta, GA
May 2020 - Nov 2020

Kabbage

Mobile iOS Engineer Intern

- Studied and implemented a GraphQL middle layer between the client application and backend
- Reverse engineered a third party Framework to directly interact with a REST API for credit card processing and payments
- Designed and updated a majority of the frameworks and views used in the "Payments" portion of the app

Atlanta, GA
Jun 2019 - Dec 2019

Trafficlight

Co-Founder, President, Head iOS Developer

Charlotte, NC
Jul 2017 - Nov 2019

Culturebase

Mobile iOS and Backend Engineer

Atlanta, GA
Dec 2018 - Jul 2019

PROJECTS

Hunger Games - a REST server that analyzed RTSP video streams to determine line length

- Utilized OpenCV to detect and abstract the movement of people between multiple video streams
- Built and deployed a REST API onto an AWS for front-end consumption
- Lead team over three days from start to finish developing a REST backend, iOS client, and web client

Title Timer - a MacOS title bar utility to track time spent on applications and user defined tasks

- Parsed output from bash to display processes' name, uptime, and locate icons
- Used UTC timestamps and UserDefaults to track time without impacting system resources

HyperSwift - a Swift DSL to build dynamic HTML pages styled by CSS currently generating my personal website

- Used cutting edge Swift features, like function builders, to create a powerful and dynamic API interface

Ping++ - Ping created in C++ from scratch

- Read through the Linux source code and headers to implement ICMPv4 and 6 echoing and receiving
- Successfully implemented the majority of features that the POSIX ping binary provides

RELEVANT SKILLS

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- C/C#/C++, Java, Python, Swift, PHP, ES6 Javascript, Objective-C, Rust, Haskell, Bash
 - SQL, MongoDB, REST APIs, ReactNative, Node.js, MariaDB, *nix Systems, GraphQL, UI/App Kit, SwiftUI

AWARDS AND HONORS

MLH Local Hack Day 2018 - Awarded "Best Hacker Community Project" for an iOS application solely developed (Jottr)

HackCLT - Placed 2nd in "Best Hack" for anonymizing, filtering, and displaying patient data through heatmaps

Swift WebAssembly - Built, hosted, and shared one of the five projects included in the official Swift Web Assembly repository