Garrett Johnson

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Projects

Block Overhead (Ruby on Rails, Backbone.js) Live · GitHub
Stack Overflow for fighting games
- Consumes a RESTful JSON Rails API with a Backbone.js single-page app
- Uses Pagedown with custom JavaScript hook to present Markdown editor with image uploads to Amazon S3 through Paperclip

Mario.js (JavaScript, HTML5 Canvas) Live · GitHub
Clone of Super Mario Bros
- Built with a pure JavaScript game engine rendering on the HTML5 Canvas
- Implements a builder pattern to simplify map construction

Chess (Ruby)
GitHub
Terminal implementation of chess with a computer player AI
- Deeply duplicates board objects in order to test potential moves for legality without editing game state
- Uses instance variables on piece and board objects to track the legality of Castling and En Passant plays.

Skills

Ruby	JavaScript	jQuery	SQL	HTML/CSS	C
Rails	Node	Backbone.js	Git	Haskell	Python

Education

App Academy · New York, NY · 2014 - 2015
Full stack web development boot-camp with a <3% acceptance rate
- Focus on pair programming, test-driven development, and best practices

BS · Physics
Illinois Institute of Technology · 2013 · 3.22 GPA
Curriculum Highlights:
- Computational Physics
- Statistics
- Programming Languages
- Data Structures
- Algorithms

Experience

Technical Services Analyst · Epic Systems · 2013 - 2014
- Deployed and maintain interoperability features in five health systems.

- Developed two new features using Intersystems Caché, improving efficiency and safety and customer organizations.