Garrett Johnson

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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.

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
- Uses a JavaScript game engine rendering on the HTML5 Canvas
- Implements a builder pattern to simplify map construction

CTris (JavaScript, React, Redux)   Live · GitHub
Tetris with React and Redux
- Computes new state each frame using pure functions on a single store
- Uses React component hierarchy to efficiently animate over 200 DOM elements.

Skills

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

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