

Garrett Johnson

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[Portfolio](#) · [Github](#) · [LinkedIn](#)

Experience

Technical Services Analyst

June 2013 - April 2014

Epic Systems

- Deployed and maintained 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.
- Scaleable image uploads to Amazon S3 through Paperclip gem.

Mario.js (JavaScript, HTML5 Canvas)

[Live](#) · [Github](#)

Clone of Super Mario Bros

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

CTris (JavaScript, React, Redux, Express)

[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.
- Independent Express server manages leaderboard data with MemCachier.

Skills

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

Education

[App Academy](#), New York

November 2014 - February 2015

Full stack web development boot-camp with a <3% acceptance rate

- Focus on pair programming, test-driven development, and best practices

Illinois Institute of Technology, BS Physics August 2009-May 2013

Curriculum Highlights

- Computational Physics
- Statistics
- Programming Languages
- Data Structures
- Algorithms