Garrett Johnson

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Projects

Block Overhead (Ruby on Rails, Backbone.js)   Live · GitHub
Stack Overflow for fighting games
- Single-page app using Backbone.js
- Consumes a RESTful JSON Rails API.
- Uses Pagedown with a custom JavaScript hook to present a fully-featured Markdown editor
- Users can upload images to Amazon S3 and embed them in posts

Mario.js (JavaScript, HTML5 Canvas)   Live · GitHub
A clone of Super Mario Bros
- Built with a from-scratch game engine
- Implements a builder pattern to construct levels and sublevels
- Warning: loud

Chess (Ruby)   GitHub
- A terminal implementation of chess with a computer player AI
- Uses duplicate board objects in order to test potential moves for legality
- Tracks movement of pieces to allow correct play with Castling and En Passant

Skills

Ruby, Ruby on Rails, JavaScript, Node, jQuery, Backbone.js, SQL, git, HTML, CSS, Haskell, C, Python

Education

App Academy · New York, NY · November 2014 - January 2015
Full stack web development boot-camp with a <5% acceptance rate.

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
June 2013 - April 2014
- Worked with the industry leading platform to deploy and maintain interoperability features in five health systems.
- Developed two new features using Intersystems Caché