

Garrett Johnson

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Projects

BlockOverhead.com · [github](https://github.com)

- Stack Overflow for fighting games. Single-page app using Backbone.js consuming RESTful JSON Rails API.
- Uses Pagedown with custom javascript hook to present a fully-featured Markdown editor that can upload images to Amazon S3 and embed them in posts.

[Mario.js](https://mario.js.org/) · [github](https://github.com)

- A clone of Super Mario Bros. with a from-scratch game engine, rendering on the HTML5 Canvas.
- Warning: loud.

[Chess](https://github.com/reruns/chess) · [github](https://github.com)

- A terminal implementation of chess with a simple AI.

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.