Garrett King

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EDUCATION

Western Washington University   Bellingham, WA
Bachelor's in Computer Science   *Aug. 2018 – Dec. 2023*

EXPERIENCE

Whatcom Coders   Apr. 2022 – Present
Western Washington University   *Bellingham, WA*
- Learned frameworks and design of applications with assistance from WWU alumni in the field
- Weekly leetcode power hour where club members and leaders solve realistic industry interview questions
- Collaborated with students and alumni to apply what we learn to personal projects of our choice

CS Mentoring Program   Aug. 2022 – Present
Western Washington University   *Bellingham, WA*
- Provide guidance, encouragment and support to less experienced students interested in pursuing a major in the computer science department
- Personal growth in professional development, communication and leadership skills
- Networking with department professors and other students of similar experience

Bartender/Server   Oct. 2018 – June 2022
MIX Restaurants   *Bellingham, WA*
- Worked with breweries and distributers as beer representative for local businesses
- Lightbox food photography, bar and restaurant construction

PROJECTS

Salish Sea Water Weather Station | *Dart, Docker, Javascript, MySQL, React*   Jan. 2023 – Present
- Added functionality to an existing application that could retrieve data from sensors in the water to populate a database.
- Used Flutter to implement bluetooth connectivity, allowing users to connect to water sensors via Android device.
- Implemented a more appealing and responsive web design for retrieving and viewing data from the database.
- Added display feature to phone app that allows the client to view the data retrieved in real time.

N-gram Model | *Java, Git*   Jan. 2022 – Apr 2022
- Implementation of n-gram language algorithm to generate sentences based on provided text
- Visualized GitHub data to show collaboration

LIDAR Collision-Detection Garbage Can | *LIDAR, Arduino*   Aug 2022 – Present
- Wrote software in Arduino IDE to allow a TFMini time-of-flight distance sensor to communicate real-time distance results to a display using Arduino hardware
- Explored the capabilities and limitations of a single LIDAR sensor to detect incoming objects
- Working on a physics-based approach to return either 1 or 0 based on probability of an incoming object colliding with a garbage can

TECHNICAL SKILLS

Languages: Java, Python, C/C++, CSharp, SQL, JavaScript, UNIX, HTML/CSS, Dart
Frameworks: React, Flask
Developer Tools: Git, VS Code, Visual Studio