Garett Janulewicz

Software Engineer | Engineering Degree | Problem-Solver

308-529-7120 | janulewiczgarett@gmail.com | Honolulu, HI | Open to work off hours
Portfolio | **LinkedIn** | **Github**

TECHNICAL SKILLS

Languages: Python, Java, JavaScript(ES6, Node.js), HTML5, CSS, SQL | **Frameworks:** Flask, Spring Boot, Express | **Libraries:** React, Socket.io, Material-UI, Bootstrap, Jinja2| **DataBases:** MySQL, MongoDB, Mongoose | **Tools:** MySQL Workbench, MVC, RESTful APIs, JSON, AJAX, Object-Oriented Programming, Object-Relational Mapping, Git, Github, PostMan, AWS(EC2), Spring Tool Suite, Linux.

EXPERIENCE

Software Engineer| TrixEx   **Live Site** | **Github Demo**

Developed a social platform tailored for web developers to exchange frontend components. This application places a strong emphasis on community collaboration and facilitating the exchange of open-source documentation.

- Employed the Flask framework for the development of HTTP route handling, object-relational mapping, OOP, session management, AJAX request, JSON response, user-role-based authorization, and user authentication.
- Optimized deployment on AWS(EC2) for rapid spin-up time & cost-effective deployment.
- Adhered to the MVC design pattern, for a well-structured separation of concerns through modularization.
- Developed robust many-to-many relationships for complex social platform interactions, utilizing advanced MySQL database design techniques and optimized SQL queries.

Software Engineer| PhotoVote   **Live Site** | **Github Demo**

Developed a dynamic voting application that allows users to upload three photos to be voted on by other users. This application focuses on helping people make decisions based on large group consensus.

- Implemented the MERN stack (MongoDB, Express, React, Node.js) enabling an event-driven (asynchronous) user experience.
- Incorporated Multer middleware to streamline multi-photo uploads with a single request, leveraging its compatibility with BSON.
- Utilized JSON Web Token (JWT) and authenticate middleware for user-role-based authorization and user authentication for best practice in a Node.js application.
- Executed Bcrypt password hashing and salting algorithm to ensure robust password security and protect user credentials.

Software Engineer | Bug Quack   **Live Site** | **Github Demo**

Developed a project management system for tracking bugs and managing tasks. This application is dedicated to team collaboration and facilitating workflow efficiency.

- Leveraged Java Spring Boot for rapid development, capitalizing on its streamlined setup and configuration.
- Implemented Spring Data Persistence API for object-relational mapping, simplifying interaction with MySQL relational database through standardized repository interfaces.
- Developed in Eclipse Spring Tool Suite IDE due to its comprehensive support for Spring-based development.

Civil Engineer IT | Akinaka & Associates Engineering Firm   **Honolulu, HI - 2022**

- Drafted blueprints using computer-aided design (AutoCAD) for various engineering projects. Ensured that all drafts conformed to industry & organizational drafting standards, emphasizing accuracy & precision.
- Collaborated with other engineering firms on projects involving fluid dynamic infrastructures, and performed document revisions while adhering to city, state, and federal regulatory compliance.
- Conducted comprehensive scope of work inspections for civil municipal projects across the islands of Oahu & Hawai'i. Identified and documented deficiencies, and worked closely with contractors to resolve issues.

EDUCATION

Colorado Technical University | **Software Development Certificate (2023)**
- Immersive Full-Stack Training Program in Python, Java, and MERN

University of Hawai'i at Manoa | **Bachelor of Science in Civil Engineering *(**2022)**
- **Awarded** over 40 individual scholarships, totaling more than $100,000
- **Achieved** dean's list, all semesters