Garrett Burroughs
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Contact Information
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Education
University of Virginia (3.98 GPA) **Major**: Computer Science **Minor**: Data Science   2021-2025
   Relevant Courses: Advanced Software Development - Data Structures and Algorithms 1 & 2 - Computer Systems and Organization 1 & 2 - Discrete Math 1 & 2 - Software Development Essentials - Multivariable Calculus - Probability - Linear Algebra - Foundations of Machine Learning - Data Science Systems
Montclair High School   2016-2020

Work and Experience
Software Engineering Intern Sitetracker   06/2023 - Current
- Working along a team of engineers working with Lightning Web Components to extend the sitetracker suite of tools

Computer Science Research Assistant University of Virginia   06/2022 - 09/2022
- Worked under Professor Haiying Shen (Ph.D.) doing research into Mobile Ad-Hoc delay-tolerant networks
- Wrote an implementation of a Delay Tolerant network using the Google nearby connection API to relay messages and calculate the optimal routing path via Android phones in Java

Senior Computer Science Instructor Juni Learning   08/2020 - Current
- Taught private coding lessons to 30+ different students ranging from elementary to high school age
- Covered fundamental to intermediate programming concepts in Java, Javascript, and Python

Freelance Web Developer Self-Employed   06/2020 - 08/2021
- Created websites ranging from static pages to full-stack applications
- Designed websites with 2K+ monthly visits and a 150% increase YOY in page views

React Frontend Developer Intern EditorKH   05/2020 - 10/2020
- Assisted in the creation of Jumpcutter, a data-driven video editor that automates video editing
- Analyzed requirements as well as designed, developed, and implemented software features for an electron-based desktop application written with React and Redux from the ground up

Teaching Assistant All Star Code   05/2019 - 08/2019
- Delivered the All Star Code curriculum to a class of 16 young men of color hosted at JP Morgan Chase
- Supported student learning of Javascript through personalized and small-group assistance

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Portfolio
- **Schedule Adivosr** - https://schedule-advisor.herokuapp.com/ - A web app that allows UVA students to create and get advising on their schedules. Written in Python using Django for CS 3240 at UVA.
- **Same Page** - https://github.com/GarrettBurroughs/same-page - An online multiplayer game written in React with an Express backend using socket.io to manage multiplayer rooms.
- **Digit Recognition** - https://github.com/GarrettBurroughs/DigitRecognition - A neural network implemented and trained to recognize handwritten digits trained on the MNIST dataset. Written in Typescript.
- **AccessIDE** - github.com/navidmx/AccessIDE - Accessibility-focused web-based code editor for visually and motor impaired developers written in Typescript with Next.js and Express.
- **MC Server Panel** - https://github.com/GarrettBurroughs/McServerPanel - A web-based application for managing Minecraft servers written with express and vue, utilizing child processes to manage servers
- **Alloy** - https://github.com/MontclairRobotics/Alloy - Java-based FRC robot programming framework
- **Hoos Problem** - https://github.com/GarrettBurroughs/HoosProblem - A forum for UVA students to solve problems. Written in Typescript using React and Firebase.

Skills

Java	TypeScript	Python	Rust	C/C++	Git	HTML & CSS	Node
React	Vue	Matlab	Lua	Linux	Bash/Zsh	SQL	CI/CD
R	Unit Testing	Mockito	Hibernate	Fusion360	Excel	Firebase	JavaFX