Garrett Johnson

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Portfolio · Github · LinkedIn

Experience

Technical Services Analyst June 2013 - April 2014
Epic Systems

- Deployed and maintained interoperability features in five health systems.
- Developed two new features using Intersystems Caché, improving efficiency and safety for customer organizations.

Projects

Block Overhead (Ruby on Rails, Backbone.js) Live · GitHub
Stack Overflow for fighting games

- Consumes a RESTful JSON Rails API with a Backbone.js single-page app.
- Uses Pagedown with custom JavaScript hook to present Markdown editor.
- Scaleable image uploads to Amazon S3 through Paperclip gem.

Mario.js (JavaScript, HTML5 Canvas) Live · GitHub
Clone of Super Mario Bros

- Built JavaScript game engine rendering on the HTML5 Canvas.
- Implements a builder pattern to simplify map construction.

CTris (JavaScript, React, Redux, Express) Live · GitHub
Tetris with React and Redux

- Computes new state each frame using pure functions on a single store
- Uses React component hierarchy to efficiently animate over 200 DOM elements.
- Independent Express server manages leaderboard data with MemCachier.

Llymlaen (Purescript, Halogen, Haskell, Servant, Sass) Live · GitHub
Shareable Animated Diagrams

- Dynamically interpolates element state between key frames
- Fully type-safe, functional code for both client and server

Skills

Ruby · Rails · JavaScript · Node · React · Redux · Backbone.js · jQuery
HTML/CSS · Python · SQL · Postgres · Haskell · Servant · Purescript · Halogen
C · Git · Express · Sass · Gulp

Education

App Academy, New York November 2014 - February 2015
Full stack web development boot-camp with a <3% acceptance rate

- Focus on pair programming, test-driven development, and best practices

Illinois Institute of Technology, *BS Physics* 08/24/09-18/05/13
Curriculum Highlights

- Computational Physics
- Statistics
- Programming Languages
- Data Structures
- Algorithms