GarrickBuckley

contact

[contact me for my address]

gbuckle@purdue.edu
[contact me for my phone number]

portfolio
github.com/garrickb
linkedin.com/in/garrickb

programming
JavaScript, PHP
NodeJS, AngularJS
Java, Android SDK
C, C++, C#
Ruby

databases
PostgreSQL
MongoDB
MySQL

education

May 2017 — **Bachelor of Science,** Computer Science — Purdue University, West Lafayette, IN
Specialization in *Software Engineering* and *Security*

experience

Summer 2016 — **Salesforce** — Predictive Intelligence & Analytics team - Software Engineering Intern
- Developed a status page which checks and displays the status and performance of the predictive web and email applications for internal and customer use.

Spring 2016 - Pres. — **Purdue University - CS307 Software Engineering** — Teaching Assistant
- Oversaw multiple teams of software engineers, and was responsible for grading and assisting the teams throughout the Scrum process.

Oct. 2015 - Pres. — **Purdue Cognition and Learning Laboratory** — Software Developer
- Lead developer on a new psychological experiment management and creation system.
- Utilized ES6 JavaScript, AngularJS, NodeJS, and PostgreSQL.

Summer 2015 — **SmarterHQ** — Software Developer Intern
- Developed a Chrome extension which sped up the developer onboarding process, as well as the initial website tagging process by up to several weeks per client.
- Utilized the Google Analytics API to automate the aggregation and display of marketing campaign data for clients.

Nov. 2014 - Oct. 2015 — **Purdue ITaP Research Computing** — Student Web & Database Developer
- Developed a customizable RSS news feed implementation.
- Automated the creation of maintenance calendars which display the availability for all computing resources.

leadership

Summer 2016 — **Xtern Program** — Mentor / Skill Leader
- Coordinated, promoted, and led social events for 130 interns.
- Tasked with mentoring and arranging professional development events related to software engineering for 11 interns.

Aug. 2013 - Pres. — **Purdue University Gamer's Group (PUGG)** — Web Master & Web Developer
- Assisted in the planning, coordination, and execution of 22 hour LAN gaming events for 200+ participants.
- Developed the website from scratch on the Laravel framework.
- The website is located at PUGG.org.

projects

2015 — **Kitchen Support** — https://github.com/kitchensupport
Served as Scrum Master for a team of five other developers. Software engineering practices such as Scrum, continuous integration, and code reviews were used to aid in the software development process.