

Jackson Garinger

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EDUCATION

Texas Tech University

Bachelor of Science in Computer Science, Minor in Mathematics, 3.5 GPA

Lubbock, TX

Jan. 2021 – May 2023

EXPERIENCE

Software Engineering Intern

Vizient

June 2022 – Aug. 2022

Irving, TX

- Boosted my team's productivity by developing a desktop application using React, TypeScript, and Electron that helped team members more easily configure the company's internal tools.
- Utilized Grafana and Prometheus to create monitoring dashboards for tracking the load and health of the company's servers.
- Worked in a fast-paced team of developers using the Agile methodology.

Software Engineering Intern

Profiscience

May 2021 – Aug. 2021

Flower Mound, TX

- Developed and shipped 12 customer-requested features using primarily TypeScript, C#, and SQL.
- Discovered and resolved more than 50 bugs in collaboration with other developers in my team.
- Wrote documentation for the installation and configuration of the company's TeamCity CI/CD pipeline. Took the initiative to write documentation for "Setting up the Developer Environment" to aid future interns and new hires.

PROJECTS

3D Renderer | C++, OpenGL, GLSL, SDL, Dear ImGui

- Developed a desktop application for rendering 3D models in a lit scene using C++, OpenGL, and SDL.
- Implemented the Blinn-Phong lighting model to simulate realistic shading and specular highlights.
- Wrote a model loader to efficiently import Wavefront .obj models into the scene.
- Utilized Dear ImGui to create a user interface for improved usability.

TECHNICAL SKILLS

Languages: C++, C, C#, JavaScript, TypeScript, Python, Java, SQL, HTML/CSS, GLSL

Frameworks: React, Next.js, Node.js

Developer Tools: Git, VS Code, Visual Studio

Libraries: OpenGL, SDL

Certifications: AWS Certified Cloud Practitioner