Garrett Gibson

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Education

Arizona State University - Tempe, Arizona **2023 - 2027**

Ira A. Fulton School of Engineering

- Bachelor of Science in Computer Science and Data Science
- Relevant Coursework: Data Structures and Algorithms, Operating Systems, Computer Org & Assembly Language, Theoretical Computer Science, Intro to Software Engineering, Applied Linear Algebra, Math Tools for Data Science
- GPA: 4.00
- Honors: New American University Scholar – President's Scholarship and Dean's List (4 consecutive semesters)

Skills

Programming Languages: C++, C#, Python, Java, C, SQL, JavaScript/TypeScript, HTML/CSS, R
Frameworks & Tools: .NET, FastAPI, React/Next.js, Tailwind, Unity, Playwright, Pandas, TensorFlow/TensorFlow.js, Azure (Functions, Logic Apps, APIM), Git/GitHub, Jira
Concepts: REST API design, cloud-native architecture, CI/CD pipelines, data modeling, unit testing, Agile development

Work Experience

Meritage Homes - Full Stack Development Intern - Scottsdale, Arizona **June 2025 - Present**

- Developed RESTful APIs to integrate applications and streamline data exchange across departments.
- Built reusable NuGet packages in .NET/C#, standardizing backend logic across multiple microservices.
- Automated data workflows (Snowflake Data Warehouse → Avid Ratings), eliminating manual monthly data entry and improving operational efficiency.
- Collaborated cross-functionally in an Agile environment, contributing to sprint planning, testing, and deployment using Azure, GitHub, and Jira.

Arizona State University — Undergraduate Teaching Assistant - Tempe, Arizona **August 2025 - Present**

CSE 310: Data Structures & Algorithms

- Support a class of 138 students in advanced Data Structures & Algorithms taught fully in C++.
- Hold two weekly office hours (virtual and in-person) to provide one-on-one help and conceptual guidance.
- Lead exam review sessions and create test prep material, reinforcing topics such as trees, heaps, and graph algorithms.
- Collaborate with the course instructor to ensure students master both theoretical and practical aspects of C++.

Personal Projects

OddsOptimizerAPI — *Sports Betting Data API* | GitHub

- Built with Python (FastAPI, Playwright, BeautifulSoup) to scrape and compare betting lines from multiple sportsbooks (DraftKings, BetMGM, Bally Bet).
- Exposed data as JSON endpoints for seamless integration into other apps or dashboards.
- Designed for deployment on Azure Functions, serving real-time odds by scraping sportsbooks on each API request.

NeuroTrack — *Deep Learning Car Simulation*

- Created in C# with Unity, simulating cars that learn to drive using neural networks evolved via a genetic algorithm.
- Implemented realistic physics with Rigidbody2D, colliders, and drift mechanics to provide challenging dynamics.
- Visualized neural network activations in real time, demonstrating decision-making and adaptation across generations.

Personal Website — *garrettg.com* | Live Site

- Built using Next.js (React, TypeScript) and styled with Tailwind CSS, deployed on Vercel for production hosting.
- Serves as a professional portfolio highlighting projects, experience, and courses.
- Designed with responsive layouts and modular components for easy expansion and maintenance.

Leadership & Organizations

Theta Tau - Delta Gamma Chapter - Tempe, Arizona **August 2023 - Present**

- Active member of the nation's largest professional co-ed engineering fraternity.
- Tech Committee Member: Led front-end development for the chapter website, built from scratch with React, Node.js, and CSS, reducing hosting costs by $300+ annually.
- Previously contributed to the Treasury, Professionalism, and Brotherhood Committees, gaining experience in financial management, event planning, and community engagement.