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GARRETT TONGUE

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SOFTWARE ENGINEER

CONTACT

917-224-2939
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New York, NY

WEBSITES

Personal Site
https://gtongue.github.io/PersonalSite/

Github
https://github.com/gtongue/

LinkedIn
https://www.linkedin.com/in/garrett-tongue-011286138/

SKILLS

- JavaScript
- Ruby
- Rails
- React/Redux
- HTML/CSS
- Java
- C#
- OpenGL/WebGL
- Git
- Matlab
- SQL
- C++
- Unity
- OpenQuant

EDUCATION

HOBART COLLEGE   2012 – 2017
B.S. Computer Science
B.S. Physics

WORK EXPERIENCE

CONTRACT ENGINEER   March 2018- Present
Bevy
- Programmed a Web API for storing user information safely. |Ruby, Rails|
- Created a system for sending subscription text messages. |Ruby, Rails|
- Developed clean easy to use UI for clients |React, Redux, JavaScript|

LEAD ENGINEER   June 2017 - Present
Broadreach Management
- Aquired and cleaned data from web API's and web crawling. |Java, Ruby, C#|
- Developed system for converting tick data into different bar legnths |Java|
- Created quant trading strategy (testing shows ~10% a month) |C#, OpenQuant|

JUNIOR ENGINEER INTERN   Summer 2015 & Summer 2016
City State Entertainment, Fairfax, VA
- Designed WebAPI for in office use to easily retrieve game statistics |C#|
- Developed website using that API to display information on TV's |HTML, CSS|
- Implemented undo and redo in their 3D building system |C++|
- Engineered mapping tool to convert the 3D world into a 2D representation |C#|

WEB DEVELOPMENT INTERN   Summer 2014
Lerentech Solutions, Syracuse, NY
- Used SEO to increase customers website traffic |HTML|
- Worked directly with customers to implement new features |HTML|
- Managed schedule to allow myself to meet deadlines

TECHNICAL PROJECTS

WEBGL WAVE SIMULATION
An interactive 3D wave simulation
|HTML, Vanilla JavaScript, WebGL, and GLSL|
Live - https://gtongue.github.io/WebGLWater/
Github - https://github.com/gtongue/WebGLWater
- Programmed simulation that renders waves in 3D using modern WebGL
- Wrote vertex shader to calculate the waves efficiently on the GPU
- Used the gerstner wave function to calculate what the vertex height should be
- Designed UI allowing users to change amplitude, wavelength, velocity, and color

PROGRAMMING 200
A fullstack application designed to teach beginners programming
|Ruby, Rails, React, Redux, SQL|
Live - http://www.programming200.com
Github - https://github.com/gtongue/Programming101
- Engineered a system to run user inputed JavaScript with error handling
- Created a working console so users can debug their code using console log
- Wrote a testing library in order to see if users have completed the challenges
- Designed database complex schema to allow users to save files
- Programmed backend WebAPI to store user information and host website