

GRANT GUILLEN

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Skills

Languages: Javascript, Typescript, React, React Native, HTML, CSS, C#, MySQL

Other: Node, Deno, Fresh, NextJS, Tailwind, Express, REST, Firebase, MongoDB, Git, .NET, jQuery, Jest, Agile, JIRA, Unity, Blender

Work History

Senior Software Engineer *Netsmart, Overland Park, KS* April 2022-Present

- Mentored junior engineers/interns, teaching skills across the breadth of full-stack development.
- Took on a greater role in project planning with team lead and product management to further improve development processes and breakdown.
- Lead numerous projects in UI redesign and updating legacy back end architecture to modern MVC and Service/Repository design pattern for .NET, improving many workflows for user experience and performance.
- Performed research for integrating new technologies into the solution, such as a cloud printing library for ZPL capable printers.

Software Engineer *Netsmart, Overland Park, KS* Aug 2017-Mar 2022

- Various full-stack feature development for the myUnity electronic health record web application in **.NET MVC** architecture.
- Designed front-end components with **Typescript, jQuery, KendoUI**, and **Razor**, and back-end architecture with **C#, VB.NET**, and **SQL**.
- Collaborated with other developers, testers, and product managers in **Agile** practices such as stand up, retrospective, pointing, breakdown, and sprint planning.
- Worked with software development and testing team members to design and develop robust solutions to meet client requirements for functionality, scalability, and performance.

Upgrade Install Engineer Intern *Lexmark, Lenexa, KS* Jun 2016-Aug 2016

- Worked with the Upgrade & Install team to automate RabbitMQ installation/configuration process with Powershell scripting and updated their documentation for the RabbitMQ process with Perceptive Content product.
- Researched and created proof of concept for newly acquired solution, Kofax Kapow.

Education

University of Kansas Aug 2013 - May 2017

Bachelor of Science Computer Science, GPA 3.5
Business Minor

Projects

Disc Ex Machina VR Battle Simulator

- Won the Niehaus Design Award for Best Computer Science Senior Design Capstone course with a 5 person team.
- Virtual Reality battle simulator where the player throws powered discs in a multiplayer, fast-paced environment.
- Created in Unity Engine with C# scripting, models designed in Blender, and client-server networking with UNET.
- Created 3D models, project documentation, and project videos showcasing the game's features and final design.

Kudos Android Application

- Social networking app that aggregates user created "events" with title, description, photos, and comments in a scrolling card view.
- App deployed on Linux with Apache Server, MySQL, PHP, utilizing REST between client/server.
- Worked with a team of 4, meeting to plan and design requirements.