OBJECTIVE

Seeking positions to apply my experience in programming, problem-solving and project management. Eager to contribute to innovative software solutions while further developing skills.

EXPERIENCE

CONSTRUCTION PASSAMAQUODDY TRIBAL GOVERNMENT
Sep 2020 – Feb 2022

- Led team of 10+ peers reconstructing a tribal government facility.
- Managed tool accountability.
- Ensured timely completion of all construction.
- Painted, sand, and focused on fine details.

AUTOMOTIVE MECHANIC BAYCITY GARAGE/FIRESTONE AUTO CARE
Sept 2018 – Jul 2022

- Diagnosed and repaired vehicles, using computerized systems and performing routine maintenance.

US NAVY F/A-18 MECHANIC
Sept 2013 - Sept 2017

- Maintained repair logs, documented all preventive and corrective aircraft maintenance.
- Supervised over 60+ peers to full qualification status in multiple commands spanning various operations.
- Managed Tool Control Program with 1,200 tools and oversaw 3,600+ maintenance actions and 7,200+ mishap free flight hours.

Garrett Rumery

Old Town, ME | BS in Computer Science (Expected 2026)
garrett.rumery@gmail.com

EDUCATION

UNIVERSITY OF MAINE ORONO
Computer Science
(Jan 2024 - Current)
Current GPA 3.811

FREECODECAMP
Responsive Web Design (HTML&CSS) | Certificate
{June - Nov 2023)

JavaScript & Data Structures OOP |
(Jan 2024-Current)

Front End Libraries
(June 2024-Current)

SKILLS

- Personable
- Time Management
- Active Listener
- Strong communication
- Microsoft Office
- Flexibility

TECHNICAL SKILLS

- **Languages & Frameworks:** Python, Java, JavaScript, TypeScript, C, CSS, HTML. WIP - React, MongoDB, Solidity
- **Developer tools**: GitHub, VSCode, Cursor, Terminal
- **Project Management:** Team leadership, tool accountability, task prioritization, Product design
- **Soft Skills:** Adaptable, strong communicator, independent researcher