

GRANT M. CALLANT II

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EMPLOYMENT

Senior Director, Engineering

JA Studios Inc

Fall 2014—Current

- Hires and manages quality engineers who ensure critical systems uptime.
- Migrated decentralized systems to Linux with Active Directory user management and increased scalability by 30%.
- Assists in the creation of internal tools and utilities and ensures proper documentation policies are followed.

Graduate Assistant

Eastern Washington University

Fall 2015— Spring 2017

Systems Administrator

- Redesigned and developed Python based automated Windows Sysprep routine improving efficiency by 20%.
- Converted static programming code documentation into dynamic Git repositories and eliminated redundancies using automated synchronization scripts. This reduced errors and lost time over 33% due to outdated code.
- Proctored and administered 9 ABET mandated programming proficiency exams.
- Setup and administered 4 local programming competitions and 2 regional ACM International Collegiate Programming Contests.

Software Engineer, Intern

Ecova

Summer 2016

Quality Assurance Automated Test Developer

- Automated 11 smoke and regression tests, using Selenium in C#.NET, increasing efficiency by over 80%.
- Before departure, trained and assisted 5 cross-team members in understanding the internal testing framework.

Telecom Analyst

Ecova

Spring 2013—Summer 2014

- Identified and capitalized on potential improvements in cost, quality and time performances, including \$75K savings in returned funds and \$98K savings in preventive costs through client education.

EDUCATION

Cheney, WA

Eastern Washington University

2011 – 2019

- M.Sc. in Computer Science, anticipated in 2019. GPA: 3.77
- B.S. in Counseling, Education, and Developmental Psychology, 2011. GPA: 3.79
- Graduate Coursework: Software Foundations; Algorithms; Database Design; Software Security; Network Security; GPU Programming.
- Undergraduate Coursework: Operating Systems; Databases; Algorithms; Networks; Software Engineering.

TECHNICAL EXPERIENCE

Projects

- **iTunes++** (2017). A project to increase the efficiency of Apple iTunes by changing the internal proprietary database to a graph database, while maintaining a minimal look and feel. Java, Neo4J
- **Dungeon Crawler** (2016). Software Engineering Agile project to design and program a complete ASCII game with several bosses, multiple classes, and enhancements. Java, SQLite, JUnit

ADDITIONAL EXPERIENCE

Website Developer

- Developed Ice Age Flood Explorer website (FloodExplorer.org).
- Added 100+ lines of custom CSS and JavaScript for background, rollover text, FancyBox options and custom buttons.

Languages and Technologies

- Working Proficiency: Java; C; C#.NET; Python. Prior Experience: JavaScript; CSS; HTML; PHP; C++; SQL
- Visual Studio; IntelliJ IDEA; MS Test; Selenium