

# ForrestPruitt

software engineer

## contact

Chattanooga, TN

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LinkedIn

## programming

Python

Django

Javascript

Node.js

Java

C++

HTML5 & CSS3

Unreal Engine

Unity

## education

Aug 2010 – Dec 2014

**Bachelor** of Computer Science

The University of Tennessee at Chattanooga

Specialization in Information Security and Assurance

Jan 2012 - June 2012

**Bachelor with Honors** of Computer Science

Griffith College, Dublin

Study Abroad

## experience

Jan 2016 –

**VIATOR VR**

Chattanooga, Tennessee

*Co-Founder*

- Created an immersive virtual reality platform for language learning using Unreal Engine, utilizing both Blueprints and custom C++ code.
- Wrote and received multiple grants from Mozilla to fund development.
- Participated in and won first place in local accelerator competition.
- Helped foster the virtual reality community in Chattanooga.

Aug 2016 –

**STUDIO NOW**

Nashville, Tennessee

*Remote Software Engineer*

- Designed and developed features for a complex legacy python-based web application while building its replacement.
- Added and maintained documentation, of which there was none to begin with.
- Improved test coverage drastically.
- Primarily worked remote.

Aug 2014 – Aug 2016

**BELLHOPS**

Chattanooga, Tennessee

*Senior Software Engineer*

- Worked with a mid-sized team to develop features to increase the usefulness and stability of an existing application with a nationwide user base
- Designed and completed a new user onboarding flow, resulting in a measurable increase in the job application completion rate.
- Utilized test-driven development, pair programming, and the scrum methodology to efficiently meet milestones

Jan 2014 – Aug 2014

**CARBON OBJECTS**

Chattanooga, Tennessee

*Software Developer*

- Developed key features for a highly available and scalable cloud platform used to facilitate the sale of artwork
- Created an API to connect a Django backend to iOS and Web clients

May 2012 – July 2013

**ENGAGE3D**

Chattanooga, Tennessee

*Lead Application Developer*

- Developed next-generation network applications centered around Chattanooga's gigabit-to-home fiber connections

- Received recognition on the White House Tech Blog after demonstration of 3D Videoconferencing from Chattanooga to Chicago

Sep 2011 – Jan 2014

**NATIONAL CENTER FOR  
COMPUTATIONAL ENGINEERING: THE SIMCENTER**

Chattanooga, Tennessee

*Assistant Systems Administrator*

- Performed daily maintenance of a large cluster of nodes
- Developed and documented procedures for standard diagnosis of frequently occurring problems
- Developed tools to improve faculty efficiency
- Provided support for an on-site user base of 50+

## awards

2016

**Mozilla Gigabit Community Fund Award Recipient (x2)**

Mozilla Foundation

Twice awarded \$15,000 USD to fund work on a virtual reality language learning platform and to open of a community VR Lab.

2016

**24-Hour Launch First Prize**

Co.Lab

Awarded first prize for my pitch and demo of ViatoR VR, a VR language-learning platform. 1,500 USD + business/legal/financial services to help start the business.

2016

**Best in Show, US Ignite Applications Summit**

US Ignite

Earned multiple awards, including 'Best in Show' and 'Best use of Low Latency' at the US Ignite Applications Summit. Chosen from a pool of 30+ applications by a panel of industry experts and government officials.

2014

**IGDA Japan Tokyo Game Show Scholar**

International Game Developers Association

Passes to Tokyo Game Show awarded to the most promising students studying anything related to game development. Also included studio tours in Tokyo.

2013

**Mozilla Ignite Funding Winner**

Mozilla Ignite/US Ignite

\$50,000 awarded over three periods of funding for my team's work on 3D Videoconferencing

## communication skills

2016

**Panelist**

US Ignite Smart Cities Week

Helped lead a panel entitled "Building a More Inclusive Gigabit Ecosystem: Engaging Non-Technologist Voices in Gigabit Innovation".

2016

**Business Pitch**

'24-Hour Launch' startup accelerator

Gave a three-minute pitch in front of an audience of industry experts, a national selection of business owners, and venture capitalists. Won first prize.

2016

**Videos, Blog Posts, Social Media**

ViatoR VR, LLC.

During multiple funding periods, provided regular public updates on progress of ViatoR VR in both written and filmed formats.

2014

**Technical Presentation**

Mozilla Gigabit Fund Kickoff

Demonstrated the Hyperaudio Pad, part of my Senior Capstone project, to 100+ interested community members.