Garrett King

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Education

Western Washington University — Bellingham, WA
Bachelor's in Computer Science — *Aug. 2018 – Dec. 2023*

Experience

Founder & Full Stack Developer — Jan. 2026 – Present
Jelo Labs LLC — *Bellingham, WA*

- Founded and registered a single-member LLC to formalize independent software development work, including client contracts, equity agreements, and business operations.
- Negotiated a 15% ownership stake in a Detroit-based music technology startup in exchange for serving as sole technical contributor and architect of the platform.
- Leveraged AI-assisted development workflows to accelerate prototyping and feature delivery while maintaining production-grade code quality and architecture decisions.

AI Engineer & Embedded Systems Software Engineer — Dec. 2023 – Present
PACCAR Electronics - Digital Display - C/C++ — *Mount Vernon, WA*

- Designed and built LARS (Lifecycle Agentic Reasoning System), a fully agentic AI system initialized through WSL inside the Digital Display codebase, equipped with custom tools and skills for automated defect analysis, requirements auditing, and engineering onboarding.
- Developed the core toolset powering LARS — including an ALM-QC integration for defect and test case lookup, a PostgreSQL mirror of our DNG requirements platform with a custom REST API wrapper for faster retrieval than native platform tooling, and a regulatory compliance auditing script that validates software behavior against documented requirements.
- Implemented a recursive defect investigation workflow where LARS traces a defect through its full history — surfacing failed test steps, impacted requirements, and the exact lines of code requiring change — and can propose and apply fixes autonomously.
- Deployed LARS as a multi-purpose engineering tool actively used by 30+ engineers across three production use cases: defect investigation, regulatory requirements auditing, and new hire onboarding for truck system architecture questions — receiving direct recognition from senior leadership for measurable impact on team efficiency.

Technical Skills

Languages: C/C++, Python, TypeScript, Dart, Java, JavaScript, SQL
Full Stack & Mobile: Next.js, React, Node.js, Prisma, Supabase, Flutter, React Native, Firebase
Embedded Systems: CANalyzer, Real-time Systems, Vehicle Networks
AI: Agentic system architecture, custom tool and skill development, LLM orchestration, RAG workflows
Development Tools: Git, Visual Studio, Azure DevOps, GitHub Copilot
Enterprise Tools: IBM DOORS Next, ALM-QC, Windchill

Projects

Split Sheet Pro | *Next.js, React, TypeScript, PostgreSQL, Supabase, Stripe* — Dec. 2025 - Present

- Built a SaaS platform that handles the full lifecycle of music rights management — from beat licensing and split sheet creation to legal review, e-signatures, and royalty distribution setup — serving artists, producers, attorneys, labels, publishers, and PROs through role-specific dashboards and workflows.
- Designed the core agreement engine around a multi-stage state machine where beats are uploaded and purchased through a marketplace, split sheets are drafted with percentage allocations across contributors, attorneys review and redline documents on behalf of their clients, and the finalized bundle is delivered to labels and PROs with everything needed to route royalties to the right parties.
- Integrated Stripe for payment processing, Supabase for auth and file storage with signed URLs, AudibleMagic for copyright detection on uploaded beats, and DocuSign for legally binding e-signatures.

Smart Buoy Mobile App | *Dart, Flutter, Firebase* | view project — Jan. 2023 – Jan. 2024

- Designed an intuitive mobile interface for displaying buoy sensor data, allowing real-time data validation.
- Used Flutter to implement bluetooth connectivity, allowing users to connect to smart buoys via mobile device.
- Built bi-directional data sync between mobile app and web-server, expanding visibility of buoy metrics including location history and authorized users.