

# Cyril Garcia

**Name:** Cyril Garcia  
**Website:** ByCyril.com  
**Email:** garciacy@bycyril.com

**GitHub:** github.com/ByCyril  
**Twitter:** twitter.com/\_ByCyril  
**LinkedIn:** linkedin.com/in/ByCyril/

---

## Education

---

### Bachelor of Science in Statistics

San Jose State University  
05/2021  
• Probability Theory  
• Applied Probability & Statistics  
• Introduction to Combinatorics  
• Mathematical Modeling

### Associate of Science in Mathematics

Evergreen Valley College  
05/2018  
• Calculus I, II, and III  
• Computer Science I, II, and III  
• Linear Algebra  
• Discrete Mathematics

---

## Experience

---

### Sirius XM

iOS Software Engineer Intern,  
Oakland, CA  
06/2020 – 08/2020

- Responsible for rearchitecting new features for video ad technologies in the iOS Application.
- Wrote extensive unit tests to ensure continuous integration of new video ad features.
- Developed documentation for internal frameworks.
- Developed divergent points in the codebase to enable A/B Testing.
- Developed mocks for end to end testing ad features.

### Pandora Media

iOS Software Engineer Intern,  
Oakland, CA  
06/2019 – 08/2019

- Responsible for developing and designing a feature that can tailor a users ad experience.
- Created diversion points in the software to allow for A/B testing.
- Performed extensive unit tests for new ads feature.
- Developed various solutions for on-device speech recognition.

### Digital Media Academy

Instructor, Palo Alto, CA  
06/2018 – 08/2018

- Taught a class of 15-25 students.
- Taught Computer Science, iOS Development, and Artificial Intelligence.
- Developed the curriculum for iOS Development and Artificial Intelligence.

---

## Presentations

---

### Machine Learning for iOS

Silicon Valley Code Conference,  
San Jose, CA,  
2019

- A presentation on machine learning for iOS using Turi Create and Core ML.

---

## Projects

---

### SOS Board Game

iOS  
2020

- A combinatorial game similar to tic tac toe, and the likes
- Developed entirely programmatically in Swift
- Supports single player with bot and online multiplayer

### GeekWeather 2

iOS  
2017 – 2020

- A redesign from the original GeekWeather from 2017
- Developed and designed in Swift with custom programmatic UI elements
- Significantly faster than previous version and smaller in size

### FileStorks.com

Web  
2017 – 2020

- A simple to use file sharing system
- Developed in Bootstrap, Javascript, JQuery, and Firebase

---

## Skills

---

### Programming Languages

Swift, Objective-C, Python, Javascript, Java

### Area of Interest

iOS Engineering, Mathematical Modeling, Architecture, Machine Learning Theory