

Calvin Garcia

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Summary

As a graduate Computer Science student, I'm eager to apply my skills in C++, Java, and HTML/CSS/JavaScript to pursue entry-level opportunities in software development upon graduating in May 2025.

Education

Stevens Institute of Technology | Hoboken, New Jersey **September 2023 – May 2025 (Anticipated)**
Master of Science in Computer Science **GPA: 3.668/4.0**
Relevant Courses: Web Programming I/II, Database Management Systems I/II, Agile Methods for Software Development

Fordham University | Bronx, New York **August 2020 – May 2023**
Bachelor of Science in Computer Science (Magna Cum Laude) **GPA: 3.719/4.0**
Awards: Dean's List: Fall 2020, Spring 2022, Fall 2022, Spring 2023
Relevant Courses: Data Structures & Algorithms, Database Systems, Mobile Device Programming, Java Programming

Technical Skills

- **Programming Languages:** JavaScript, HTML, CSS, C++, Java, SQL, Swift, MIPS Assembly, C#, Python
- **Libraries/Frameworks:** MongoDB, Node.js, React, Next.js, Redis, GraphQL, TailwindCSS, Express.js, Unity, PostgreSQL

Work Experiences

Fordham Department of Computer & Information Sciences | Bronx, NY **January 2023 – December 2023**
Teaching Assistant

- ❖ Responsible for attending weekly meetings with the professor to discuss work agendas and plan for upcoming tasks.
- ❖ Configured a C++ auto-grader for four labs to generate feedback for student lab submissions.
- ❖ Assisted numerous students with lab-related questions and manually graded their lab assignments.

Projects

SideProject: A Coding Portfolio Page Web Application [[GitHub](#)] **October 2024 – December 2024**

- ❖ Collaboratively developed a full-stack web application using **Next.js + React, TailwindCSS, and GraphQL**.
- ❖ Libraries/Frameworks Used: Node.js, Next.js, GraphQL, Redis, Firebase, MongoDB, TailwindCSS, MaterialUI
- ❖ Created **intuitive front-end interfaces** for user profile pages, project lists, individual project pages, and favorites pages.
- ❖ Implemented conditional rendering to manage **user-specific constraints** across these dynamic pages.
- ❖ Utilized **GraphQL** for efficient data retrieval and **Redis** for optimized webpage caching.

Roommate Roulette: Roommate Finder Application [[GitHub](#)] **October 2023 – December 2023**

- ❖ Collaboratively developed a full-stack web application using **HTML, CSS, JavaScript, and MongoDB**.
- ❖ Focused on making our **homepage** to display individual user and roommate group data.
- ❖ Developed numerous **filter-functions** to help users identify potential roommate matches.
- ❖ Utilized **Handlebars.js** for seamless rendering of these matches on the homepage and dynamic front-end development.

MindLink: A Link Between Two Worlds [[GitHub](#)] **February 2024 – April 2024**

- ❖ Collaboratively developed a 2D platformer game integrated with a Unity WebSocket connection that mimics EEG signaling.
- ❖ Integrated **C#** for frontend/backend development and **Python** for machine learning integration within the **Unity** environment.
- ❖ Focused on making the **overall front-end game UI** and integrating five unique level designs.
- ❖ Worked on making relevant game canvas elements including a pause menu, game over screen, & level completion display.
- ❖ Employed **Agile methodologies** to ensure sufficient project management throughout the whole development lifecycle.
- ❖ Utilized **Jira** to log detailed user stories, helping us prioritize tasks effectively.