Calvin Garcia

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Summary

As a graduate Computer Science student, I'm eager to apply my skills in C++, Java, and web technologies including JavaScript, HTML, and CSS 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**
Master of Science in Computer Science *GPA: 3.662/4.0*
Relevant Courses: Web Programming I/II, Agile Methods for Software Development, Enterprise Software Architecture & Design

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
Developer Tools: Visual Studio Code, IntelliJ IDEA, AWS EC2, Kubernetes, Docker, Git

Work Experiences

Teaching Assistant | CISC-3595: Operating Systems **January 2023 – December 2023**
Fordham University

- ❖ Configured a C++ auto-grader for 4 labs for an Operating Systems class to generate feedback for student lab submissions.
- ❖ Attended weekly meetings with the professor to discuss work agendas and plan for upcoming tasks.
- ❖ Assisted numerous students with lab-related questions and manually graded their lab assignments.

Projects

SideProject | Next.js + React, GraphQL, Redis, TailwindCSS, Docker, Git **October 2024 – December 2024**

- ❖ Collaboratively developed a full-stack web application that recruiters can use to identify if candidates have enough relevant experience in a particular programming language or for a job position.
- ❖ Created **intuitive front-end interfaces** for 25 user profile pages, 50 individual project pages, and numerous favorites pages.
- ❖ Utilized **GraphQL** for efficient data retrieval and **Redis** for optimized webpage caching.

Roommate Roulette | JavaScript, MongoDB, Express.js, REST APIs, Git **October 2023 – December 2023**

- ❖ Collaboratively developed a full-stack web application to help college students find potential roommate groups to live with.
- ❖ Focused on making our **homepage** to display data for 300 individual users and 100 roommate groups.
- ❖ Developed numerous **filter-functions** to help users identify potential roommate matches.

MindLink | Unity, Python, C#, Jira, Git **February 2024 – April 2024**

- ❖ Collaboratively developed a 2D platformer game integrated with a Unity WebSocket connection that mimics EEG signaling.
- ❖ Achieved **69.2%** accuracy for left movement and **98.5%** for right movement predictions.
- ❖ 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 5 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.