Calvin Matthew Garcia

Union, New Jersey | (908)-875-3218 | calvinmgarcia@hotmail.com
linkedin.com/in/calvin-garcia | github.com/Calvin526 | calvin526.vercel.app

Education

Stevens Institute of Technology | Hoboken, New Jersey   **September 2023 – May 2025**
Master of Science in Computer Science   *GPA: 3.67/4.0*
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: 3.72/4.0*
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
Frameworks/Databases: 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: A Coder's Resume Portfolio Web Application   **October 2024 – December 2024**
Next.js + React, GraphQL, Redis, TailwindCSS, Docker, Git

- ❖ 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 the front-end user interfaces for 25 user profile pages, 50 individual project pages, and numerous favorites pages using ***Next.js + React, TailwindCSS, & MaterialUI***.
- ❖ Utilized ***GraphQL*** resolvers for efficient data retrieval and ***Redis*** for optimized webpage caching.

Roommate Roulette: **A** Roommate Finder Web Application   **October 2023 – December 2023**
JavaScript, MongoDB, Express.js, Handlebars.js, REST APIs, Git

- ❖ Collaboratively developed a full-stack web application to help college students find potential roommate groups to live with.
- ❖ Displayed data for 300 individual users and 100 roommate groups on the ***homepage*** using ***Handlebars.js*** templates.
- ❖ Developed numerous ***filter-functions*** using ***JavaScript*** to help users identify potential roommate matches.

MindLink: A Link Between Two Worlds   **February 2024 – April 2024**
Unity, Python, C#, Jira, Git

- ❖ 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.