# Calvin Matthew Garcia

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#### **Education**

Stevens Institute of Technology | Hoboken, New Jersey

**September 2023 – May 2025** 

Master of Science in Computer Science

GPA: 3.7/4.0

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.
- **\Delta** Utilized *GraphOL* 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.