

# Jennifer Garcia

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## Education

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Pace University Seidenberg School of CSIS, New York, NY (2020 – 2024)

*Bachelor of Science in Computer Science*

*GPA 3.68*

## Qualifications & Skill Summary

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- **Programming Languages:** Java (most proficient), Python, C++, C, HTML, CSS, JavaScript, Typescript, MySQL, R
- **Programs/Services:** Unity 5, Unreal 4, React, FireBase, AWS Cloud Computing, S3, DynamoDB, IAM, GitHub, SQL, Microsoft Excel, VirtualBox, Google Suite (Slides, Sheets, Forms, Docs), Outlook, Microsoft Office, Microsoft PowerPoint, Microsoft Word, Zoom, Discord, Bash, Git, Oracle
- **Others:** Scrum, Agile, XP, Database Management, UML, ERD, Kanban, Network Administration, Product Management, Linux (Slides, Sheets, Forms, Docs), Data Structures, Machine Learning

## Projects

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### Software Engineering App Development with React

*Pace University – Jan '24 – May '24*

- Led the development of an application using Scrum and XP practices in a team of 3 members, within the delivery time in 10 weeks.
- Led product roadmap and feature prioritization, ensuring project alignment with user needs and strategic goals.
- GitHub of Project: [Moonflo](#)

### Multiplayer Sudoku

*Pace University – Sept '23 – Dec '23*

- Created a client-server Sudoku application in Java, enabling play for up to 4 users.
- Deployed a TCP/IP connection for client-server communication, supporting 2 simultaneous connections.
- GitHub of Project: [Sudoku](#)

### Platformer Video Game in Unreal 4

*Pace University -Sept '22 – Dec '22*

- Designed and built a detailed platformer game in Unreal Engine using Blueprints.
- Created 3D environments, formulated levels, implemented gameplay elements in C++.
- Programmed collision, game logic, character behavior.
- Project Wireframe: [Unreal Engine 4](#)

### Website Design for Arete Living Arts Foundation

*Pace University -Sept '21 – Dec '21*

- Transformed and structured a website for a non-profit organization using **HTML**, **CSS**, and **JavaScript**.
- Implemented and applied interactive image sliders and donation forms, intended to enhance user engagement and increase online contributions.
- Presented the organization's mission, vision, and initiatives to diverse audiences, enhancing understanding and engagement with key strategic goals.
- Project Presentation: [Web Design for Non-Profits](#)
- GitHub of Project: [Web Design GitHub](#)

## Work Experience

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*Site Reliability Engineer Trainee Mthree – March '25- Present*

- Implemented and maintained CI/CD pipelines using Jenkins, automating the build and deployment of frontend, backend APIs, and database components to a Kubernetes cluster.
- Monitored infrastructure and application health using Grafana and Kubernetes, tracking metrics like service availability, response times, and resource utilization.
- Contributed to system reliability by establishing and tracking SLOs/SLIs, ensuring the trading app met performance and availability targets.
- Wrote unit tests for FastAPI endpoints using Python and TestClient, helping to validate application behavior and catch regressions early.
- Documented critical processes and troubleshooting steps in a team knowledge base, supporting operational efficiency and incident response readiness.

*Research- Automatic Bone Marrow Lesion Segmentation for Knee MRI — Jun '24– Sept '24*

- Developed an AI-based automated segmentation tool for detecting bone marrow lesions (BMLs) in knee MRI, improving diagnosis for knee osteoarthritis.
- Applied machine learning techniques using a U-Net architecture to train on a dataset of 1,437 MRI images, manually labeled by experts for accuracy.
- Enhanced model performance with techniques such as cross-entropy loss with Dice coefficient (achieving a Dice score of 0.652), dropout layers, and hyperparameter optimization.
- Reduced overfitting and improved generalization through dropout layers and tuning training parameters like batch size and epochs.
- Collaborated with medical institutions (Tufts Medical Center and Boston University) for data labeling and project validation.

*Educator Retail Sales Lululemon — Dec '22– Present*

- Assess guests' needs to provide customized, effective purchase and return solutions and support.
- Facilitate a seamless end-to-end guest experience by conducting accurate and timely guest transactions and executing market-relevant omnichannel programs (buy online/pickup in store, phone sales, and ship from store options) according to company standards.
- Collaborate with team members to ensure optimal guest experience and support store operations.
- Use in-store technology to support store operations and provide positive guest experiences.
- Perform product inventory tracking, presentation tasks, and cleaning tasks throughout the shift to maintain the luxury environment of the store.

*Guest Experience Lead Lululemon — Oct '23 – Jan' 24*

- Managed guest experience to ensure high-quality in-store interactions, overseeing technical product education for 100 plus guests per day, highlighting product and brand value, and addressing individual needs.
- Enhanced store performance by driving guest experience and surpassing daily sales targets, contributing to overall store success.
- Contributed input for team member performance evaluations and store hiring decisions, while acting as Supervisor on Duty (SOD) to oversee floor operations and ensure smooth daily management.

*Office Assistant Lilly Tax LLC— Jan '17 – Jan' 19*

- Provided exceptional customer service as the first person clients saw upon arrival
- Organized files, developed spreadsheets, faxed reports and scanned documents to bolster organizational workflow, sensitive documents following IRS guidelines
- Maintained business records by updating customer information.
- Collected payments, issued receipts and updated accounts to reflect new balances.