Kelvin Garcia | Software Engineer

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Summary
An upcoming Software Engineer, with the desire to help solve real-world problems with many skills that will benefit the lives of many. Passionate in improving the skills of becoming a better engineer, colleague, and individual with confidence ensuring reliability and honesty that results in positive success.

Skills
Languages - JavaScript, HTML, CSS, Python
Database - MongoDB, Postgres
Libraries and Frameworks - Mongoose, Express.js, Bootstrap, Django, React
Communication - Slack, Zoom

Software Development Projects   Jan 2022 - July 2022

Memory - (HTML, CSS, JavaScript) a card memory game
- Players can start the game and cards will be revel for a show amount of time
- Total of 18 matches to finish the game

Game Library - (Mongo, Express, EJS, JavaScript, Node.js, CSS) A library to store favorite games
- Full CRUD functionally with adding, updating, and deleting data.
- Used MVC to handle routing more precisely

WireTunz - (Mongo, Express, React, Node.js, REST, BootStrap) application to store songs and playlist data
- Developed a robust user authorization and authentication system with JWT
- CRUD functionality with adding, deleting, and updating data

Tech Store - React / Django, and Postgres REST application to create an eCommerce store
- Data that users can add, delete and update are stored in Postgres
- React-Bootstrap, used with React to layout the frontend

Professional Experience

Delivery Driver/Sales | Advance Auto Parts | Brooklyn, NY   Sept 2019 - Aug 2021
- Completed an average of 4 planograms within 3 hours by gathering tools and cleaning products
- Avoided multiple delivery delays by double checking ticket quantity and managing routes
- Successfully received, scanned, and confirmed shipment with about 3,500 parts every Tuesday and Thursday

Back-room Worker | Target | Brooklyn, NY   Feb 2019 - Aug 2019
- Organized and cleaned the receiving area for the overnight crew by replenishing new palettes
- Completed shipment and documents before noon by accurately gathering data among palettes and damaged goods being shipped
- Replenished 4 palettes of inventory by scanning items and placing them in a new location in the stockroom

Warehouse Worker | WorldPac | Maspeth, NY   Dec 2017 - Aug 2018
- Processed an average of 4500 car parts to then replenish inventory by scanning items to locations
- Completed multiple warehouse sections for inventory count (cycle count) by scanning and double-checking inventory data to see if it was correct.

- Packed a total of 1500 parts every Friday by locating listed parts and packing them in boxes to be wrapped on a palette.
- Maintain current applications in AS 400 and configured inventory data, bug fixes, feature enhancements, and performance tuning, troubleshoot and debug complex issues

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EDUCATION

General Assembly | Remote   January 2022 - July 2022
Software Engineering Immersive
Full-stack software engineering immersive student in an intensive, 24-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.