

Christian García

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Education

University of California, Davis

B. S. in **Computer Science and Engineering**

GPA: 2.946/4.0 CS GPA: 3.017/4.0

Expected Graduation: June, 2019

Honors: **Dean's Honor List** – Top 16% of Engineering class

Google Symposium Electee – Chosen by the Hispanic Scholarship Fund as one of ten students to attend one of Google's five symposiums. Learned to identify, promote, and manage a personal brand while working with a network of peers and advisors

Skills

Languages

Spanish, English, intermediate Quechua

Programming

</> C++ </> C </> Python
</> HTML/CSS </> Bash </> JavaScript

Data

Numpy, Pandas, and Matplotlib for data visualization, and manipulation in Python

Frameworks, Libraries, and Technologies

Linux/UNIX, jQuery, Bootstrap, Version Control (Git, SVN)

Other Applications

Slack, MS Excel, Powerpoint, Visio, Word, Teams

Projects

SJACraft II, MOSS of Darkness – Currently designing a fully functional Warcraft II clone. Coding in C++ working as part of the Lead Development Team to collaborate with other teams and implement and document new features from an existing game skeleton with included assets

Airline Simulator – Coded in C++ to create an airline simulator to determine the best possible route to fly from one city to another, allowing stops at other airports, and which model of plane to use for flights based on passenger capacity, flight distance, speed, fuel consumption, price, and airport traffic

Minesweeper – Implemented in C the classic Minesweeper game using a random number generator and a user-inputted number of rows, columns, and mines

Experience and Leadership

Information Services Intern Jun 2017 – Sept 2017
Sutter Health Emeryville, CA

- Extensively employed Microsoft Excel for data analytics, creating graphics, charts, and pivot tables and utilizing functions to simplify data manipulation
- Developed presentations on optimal BI platforms and Microsoft trainings to facilitate educated decisions for the Business Operations Manager, Chief Information Officer, and Board of Directors
- Contributed to optimizing Sutter's IT architecture

Movie Battles II Developer Jan 2017 – April 2017

- Produced server-side and client-side C code for the *Star Wars Jedi Knight: Jedi Academy* modification, *Movie Battles II*
- Implemented new features from written specification
- Debugged and provided community support on bugs and issues, and gave code support for the rest of the Development team
- Used Slack, SVN, and Git to communicate and collaborate with a geographically distributed team

Assistant Technical Director Oct 2016 – Jun 2017
ASUCD Picnic Day Davis, CA

- Designer and editor of Picnic Day website
- Band liaison and lead technician of multiple sound systems for Picnic Day, the largest student run event in the US

CS Tutor Sept 2016 – Dec 2016
Davis Computer Science Club Davis, CA

- Tutored students in C, C++, OOP, debugging, and Linux/UNIX commands and functions

Secretary Apr 2017 – Present
Peruvian Student Association at UC Davis Davis, CA

- Communicate directly with and schedule all events and meetings for leadership
- Preserve meeting records
- Maintain and organize the calendar for all activities

Soccer Captain/Coach Oct 2014 – Present
UC Davis, DARSL, TOPSoccer Davis, CA

- Captain of two sports teams per quarter
- Captain of championship-winning soccer teams
- Assistant coach. Taught disabled children soccer and other life skills