



Jennifer Garcia

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Software Engineer | [Personal Website](#) |  [Linked In](#) |  [Koe-Nocturne](#)

RELEVANT EXPERIENCE

Groupmuse | San Francisco, CA - Software Engineer Intern

October 2019 – November 2019

- ❖ Engineered customer facing screens in React Native and Redux.
- ❖ Organized the Detox file to enhance readability.
- ❖ Created a master list of all major features and tasks to test functionality in detox.

JOANN Fabric and Craft | Mountain View, CA - Key Holder

January 2018 – August 2018

- ❖ Supervised staff of 8 ensuring customer satisfaction and store efficiency.
- ❖ Ensured customers were provided with exceptional service by supporting team members in daily tasks.
- ❖ Trained team members and ensured that they were equipped with the tools and knowledge to complete their tasks.

New Game Studios | Groningen, The Netherlands - Intern

February 2017- July 2017

- ❖ Spearheaded and mentored the art team on the pre-released game, 'Lucy,' and accelerated the workflow as the lead artist.
- ❖ Acted as a liaison between teams to streamline production.
- ❖ Developed the core gameplay mechanics design for 'Lucy,' and provided testing for the studio's projects.

WHIRL Productions | Groningen, The Netherlands - Intern

February 2017- July 2017

- ❖ Created concept art for a main character in the game.
- ❖ Designed core game mechanics, character mechanics and story-telling elements.

Aerotek | San Antonio, TX - Tier 2 Technical Support

October 2012 – August 2013

- ❖ Provided technical support to ATT U-verse customers that included troubleshooting network and hardware issues over the phone.
- ❖ Assisting in complicated cases using enhanced coordination between different teams to find improved resolutions.

EDUCATION

Rithm School | Full Stack Web Dev.

San Francisco, CA // July 2019 - November 2019

Full Stack Web Development

City College of San Francisco | Certification in C++

San Francisco, CA // August 2018 - July 2019

Completed 11 units towards the certificate

Hanze University of Applied Sciences | BA of Fine Arts

Groningen, The Netherlands // August 2013- July 2017

Minor in Gamification

PROJECTS

[iDrive](#)

React Native app designed for MRI technologists for advanced calculations.

Tech: React, React Native, React Hooks

[Groupmuse](#)

React Native App used to connect users to In-home classical music concerts

Tech: React, React Native, Figma, Redux, Detox

[Express Jobly Backend](#)

An Express backend for a job board.

Tech: Express, Node, PostgreSQL

[Warbler](#)

Web App Twitter clone.

Tech: HTMLI, CSS, JavaScript, Flask, Bootstrap, PostgreSQL, Jinja

SKILLS

Javascript, Python, SQL, C++, React, React Native, Redux, Express, Node.js, Flask, PostgreSQL, MySQL, Jest, SQLAlchemy, jQuery, Bootstrap, Figma, Adobe Photoshop, Adobe Illustrator, 3D Coat, Unity