

Miguel Garnica

Bachelors of Science: Computer Science, Minor: Mathematics

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Education

Sep 2018 – Jun 2021 | **Central Washington University**
BS in Computer Science, Minor in Mathematics

Experience

Sep 2020 - May 2021 | **AnoDelivery – Mobile Food Delivery Application** *Junior Software Developer*

- Gathered requirements and developed a full-stack mobile application for a local meal delivery company.
- Implemented User authentication, SMTP server, REST APIs
- Worked on back-end database on server and front-end UI/UX.
- Developed in an Agile life-cycle with React Native, Node.js, and Google Cloud Services

Jan 2020 - Mar 2020 | **Roommate Central – Mobile Management Application** *Scrum Master, Developer*

- Held daily scrum meetings and assisted the team achieve goals
- Actively listened to new ideas and brain-stormed creative solutions.
- Implemented a database and managed the back-end on Google Cloud Services
- Worked on front-end navigation using React Native.

Jul 2017 - Sep 2017 | **King of the Seals – Mobile Game Application** *Software Developer/Engineer*

- Directed, developed and created through Unity and Visual Studio through C# coding.
- Created User Interface, worked on core game physics and mechanics
- Collaborated with Design and Music teams.
- Published on Google Play Store.

Aug 2015 - Current | **LudumDare – Game Jam / Hackathon** *Software Developer/Engineer*

- Developed and published a video games within 72 hours.
- Implemented core game mechanics, including physics, collision, etc
- Competitions included collaboration, brain-storming, and creative thinking to create a game from scratch in relation to given theme.
- Participated and lead team members in LudumDare 34, 37-38, 40-42, 46.
- Primary tools Unity, C#

Leadership and Teaching Experience

Jan 2021 - Current | **CodeConnects Coding School – Online Education** *Instructor*

- Teach students of all ages and all skill levels concepts of Computer Science and programmings, such as Python, Programming Fundamentals, App Development, Web Development, Cyber Security, and Game Development. Structured curriculum and weekly lesson plans

Sep 2018 - Jun 2021 | **Game Development Club – Central Washington University** *President*

- Put together weekly lesson plans to teach students basics of coding.
- Inspired students to improve coding skills, and work together in teams
- Lead teams and delegated roles to complete projects according to deadlines.

Skills

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|-----------------|-------------------------|-----------------|-------------------------|-----------------------|
| Java | C# | Python | JavaScript | JSX |
| HTML | CSS | XML | Microsoft Visual Studio | React Native |
| Node.js | Google Firebase | Android Studio | Unity | Data Mining |
| Git | GitHub | Bilingual | Mobile Development | User Interface Design |
| Dependability | Effective Communication | Open-mindedness | Teamwork | Creativity |
| Problem-Solving | Critical Thinking | Adaptability | Organization | Willingness to learn |