Andy Garcia

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EXPERIENCE

Prescryptive Health, Redmond, WA (remote/on-site hybrid) *(November 2020 – October 2023)*

Principal Software Engineer

- Designed Prescryptive's federated schema using Apollo GraphQL with NodeJS and architected the subschema resolvers powering it while leading a team of 5 engineers to develop the design
- Led a team of 7 engineers to develop a full stack application that allows providers to submit health records for their patients using React Native, React Web, .NET, MongoDB, and various Azure resources
- Standardized tooling across Prescryptive applications, such as design standards (Material UI) and localization (i18n)
- Architected a Pharmacy Management System full stack application using React, GraphQL, Node, .NET, and Mongo
- Implemented multiple teams' devops pipelines in Azure DevOps which included building, unit testing, and deploying to multiple environments in Kubernetes
- Seamlessly migrated identity providers for ~150 users from Azure AD to Auth0 over the course of 3 months to reduce sudden login experience concerns

Pariveda Solutions, Seattle, WA *(July 2017 – Nov 2020)*

Software Developer Engineer II & Technical Lead | Client – T-Mobile *(Jan 2020 – Nov 2020)*

- Implemented a single page application that replaced a legacy web page increasing performance by more than 10x
- Helped save the client over $1.4 million by planning and executing a migration of 70 microservices from BitBucket and Jenkins over to GitLab using their new CICD dev ops tools
- Architected a system for at least 4 teams to query a single point-in-time snapshot of data for multiple microservices
- Analyzed and deeply investigated performance bottlenecks on a legacy web application helping to create a roadmap for feasible quick win features and a plan to bring the redesigned web interface to production quicker

Software Developer Engineer II | Client - Expedia *(June 2019 – Nov 2019)*

- Developed and maintained a full stack Spring Boot application for onboarding new properties into Expedia
- Researched and created a serverless GraphQL service with subscriptions using AWS AppSync and a React application
- Planned and oversaw a migration of 6 microservices in a single AWS account into multiple AWS accounts to increase security of production data and decrease cost analysis complexity

Software Developer Engineer II | Client - Boise Cascade *(July 2017 – June 2019)*

- Decreased monolithic coupling by introducing React/Redux to a .NET application hosted on a remote CDN
- Improved operational excellence by architecting serverless NodeJS microservices using AWS Lambda and DynamoDB
- Increased maintainability by automating infrastructure updates and deployments using AWS CloudFormation

Wisedoc Inc, Seattle, WA (Startup – wisedoc.net) *(November 2018 – July 2019)*

CTO | Project Manager | Software Engineer

- Designed and scoped a minimum viable product for an initial launch of a web application
- Architected and developed a full stack serverless application using React, AWS Amplify, and Serverless
- Planned and implemented a roadmap of features 3-6 months out using agile methodologies

EDUCATION

- Oregon State University (Graduated 2017) – Bachelor of Science: Computer Science
- Oregon State University (Graduated 2017) – Bachelor of Science: Electrical and Computer Engineering
- Certified AWS Solutions Architect Associate (March 2018)
- Certified AWS Developer Associate (September 2018)

TECHNICAL SKILLS

- Languages: Javascript (Vanilla/ES6), HTML, C#, Typescript, Java, Python, SQL, C, C++
- Frameworks/Libraries: React/Redux, NodeJS, Vue/Vuex, Angular, ASP.NET, Entity Framework, jQuery
- Tools: Visual Studio, Git, Postman, Zenhub, JIRA, Datadog, Google Analytics, IntelliJ, Apollo, Storybook
- Testing: Jest, Enzyme, Chai, Artillery, Mockito, Moq, jUnit
- Other: GraphQL, Rest API, Microservice Design, Coaching/Teaching, Agile, Apollo

PERSONAL PROJECTS

- Pokemon Go Plus on ESP32 (2022) - Custom version of the Pokemon Go Plus running on an ESP32
- Marshmallow (2020) - Opportunity cost calculator while in financial debt (**https://tinyurl.com/andywgarcia**)
- TapWars (2020) – Mobile Game designed for an in-person single device multiplayer experience (React Native, Expo)
- Disneyland Table Notifier (2019) – AWS Lambda notifier for automatic text notifications of an open dinner table
- Personal Cat Website (2019) – How to care for my cat using React, Gatsby and AWS Amplify (**ifedmypet.com**)
- Personal Pet Website (2017) – Information about my pets used as an Angular 5 and Firebase playground
- Underwater Semi-Autonomous Robot (2017) – Firmware (C), UI (Python), BT communications protocol (C)
- Remote Controlled Mounted Potato Gun (2017) – Firmware (C), UI (Python), communication via NES controller