

# Moustafa Garcia

Orlando, FL

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[GITHUB](#)

[LINKEDIN](#)

[ANGEL-LIST](#)

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**Skills** React | Redux | Javascript | Ruby | Rails | HTML | SCSS | SQL | MongoDB | NodeJS | JQuery | Express | Git

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## PROJECTS

**LETSEAT** – *ReactJS, Redux, RubyRails, Amazon AWS, postgresQL, JQuery,* [live](#) | [github](#)

Web app, inspired by OpenTable, featuring user authentication, reservations, cuisines, and search/filter functionality

- Designed database schema that keeps track of users - their reservations & reviews as well as restaurants - their schedules, reviews, & reservations managing a complex series of backend associations using foreign keys to link up tables.
- Implemented search and filter features by leveraging ActiveRecord/SQL queries to fetch relevant results from the backend service to the Redux store.
- Utilized JQuery's Ajax to make HTTP requests to Rails backend API, and dispatch actions to the redux store.
- Leveraged React/SCSS & Javascript to provide an aesthetic graphical representation of any restaurant's average ratings based on data acquired from the backend.

**HOME COURT** – *React, Redux, JS, Google Maps API, NodeJS, MongoDB, Express, Axios* [live](#) | [github](#)

An app that allows users to find, join, or host pickup sports events happening in their area.

- Successfully integrated the @google-maps-react/api into the site, which served as the prime interfacing component between the user and the app.
- Incorporated event creation into the map using React Hooks, by creating conditional click-event listeners in the React map-component's local state.
- Designed an event-creation system using map click info windows containing event form links. Event forms are pre-populated with map location data for a smooth and intuitive user interface.
- Filtered the events list index on the main page to exclusively display events that are within the bounds of the map view by extracting the map bounds from the google map API and dispatching actions to the redux store to update the global state.

**LIGHT SHOW** – *Javascript, Canvas, HTML, SCSS, Howler* [live](#) | [github](#)

An interactive digital fireworks show

- Built an interactive fireworks visualization using HTML's canvas feature. Implemented using Javascript's set/clear-Interval and setTimeout functions to launch fireworks and update the canvas animation.
- Designed several types of moving fireworks to look as realistic as possible using principles from physics and trigonometry.

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## EXPERIENCE

**Mechanical Engineer III** – EXP U.S. Services Apr 2016 - Jul 2021

- Performed energy load, airflow balancing, and equipment sizing calculations to design and spec efficient and reliable HVAC systems for critical lab spaces in state of the art bio-technology facilities.
- Carried out construction administration services to drive projects: cost approval, site inspections, conflict resolution, resulting in 100% completion rate.

**Energy Engineer** – Alares LLC Jan 2013 - Nov 2016

- Conducted thorough facility investigations, including analyzing utility data, equipment inspections, and equipment control strategy evaluations.
- Developed comprehensive facility condition Excel reports that outlined results and proposed potential capital project upgrades and cost savings analysis.

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## EDUCATION

**Full Stack Web Development** – App Academy | Summer 2021

**B.S. Mechanical Engineering** – Boston University | 2007-2011