

Adrian Garza

PERSONAL INFORMATION

ADDRESS: 70 Morningside Drive, New York, NY 10027
PHONE: (818) 590-5665
EMAIL: ahg2142@columbia.edu
WEBSITE: adriangarza.github.io
LINKEDIN: [Adrian Garza](#)

EDUCATION

Columbia University '18, COMPUTER SCIENCE and CREATIVE WRITING double major

WORK EXPERIENCE

- | | |
|-------------|--|
| SUMMER 2016 | <i>The Simon Wiesenthal Center Museum of Tolerance</i>
Educated and worked with at-risk youth
Updated and maintained artifact archives
Assisted with survivor biographies and research projects |
| SUMMER 2015 | <i>The Housing Authority of the City of Los Angeles</i>
Coordinated the first-ever hackathon at a public housing project
Mentored low-income youth in webapp development using HTML/CSS/JS
Worked with UNIX systems and geotagging with Nickerson Gardens youth |
| SUMMER 2013 | <i>Glendale Ascencia Homeless Shelter, volunteer</i>
Maintained database and personal data records
Prepared and distributed food |

HONORS AND AWARDS

- | | |
|------------------------|---|
| FELLOW | Code2040 Fellowship, 2016-17 |
| WINNER | Hispanic Scholarship Fund, 2016 |
| FINALIST | Google Foobar coding challenge, 2016 |
| THIRD PLACE | Microsoft Puzzle Challenge at Columbia University, 2016 |
| BEST USE OF GOOGLE API | HackRutgers, 2015 |
| FINALIST | Columbia Presidential Global Fellowship, 2015 |
| WINNER | Republic Services scholarship |

SKILLS

WEB DEVELOPMENT:	Front-end graphic design and development, with jQuery Wrote a terminal emulator in HTML/CSS/JS Back-end programming, mostly in C Work with APIs and scalable processing in Node.js Version control, including Git and BitBucket
SOFTWARE DESIGN	Server and database design/implementation in C Game of Life simulations and coding challenges in Python Game design in Unity2D, Unreal Engine 4, and HTML Canvas
MISCELLANEOUS:	Familiarity with Linux incl. git, vim, bash scripting and pipes L ^A T _E X and Markdown editing Experience with IDEs: Eclipse, Visual Studio, Monodevelop