

# Adrian Garza

## PERSONAL INFORMATION

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## EDUCATION

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**Columbia University '18**, COMPUTER SCIENCE with specialization in INTELLIGENT SYSTEMS

## WORK EXPERIENCE

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| SUMMER 2017 | <i>Autodesk, Cloud Engineering intern</i><br>Designed and built a client-facing Grafana GUI for AWS CloudWatch metrics<br>Integrated Grafana with automated cloud deployment infrastructure<br>Worked on AWS authentication and Terraform integration in Java backend            |
| 2016-2017   | <i>Columbia Office of Research Initiatives, Undergraduate Fellow</i><br>Designed and populated new website<br>Helped streamline limited submission grant application process   |
| SUMMER 2016 | <i>The Simon Wiesenthal Center Museum of Tolerance, intern</i><br>Educated and worked with at-risk youth<br>Updated and maintained artifact archives<br>Assisted with survivor biographies and research projects   |
| SUMMER 2015 | <i>The Housing Authority of the City of Los Angeles, intern</i><br>Coordinated the first-ever hackathon at a public housing project<br>Mentored low-income youth in webapp development using HTML/CSS/JS<br>Worked with UNIX systems and geotagging with Nickerson Gardens youth |

## SKILLS

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| MACHINE LEARNING | Neural net design & implementation<br>Tensorflow and Keras API<br>Training using NVIDIA CUDA toolkit on Google Cloud VMs<br>Text summarization with LSTMs<br>Other ML methods (decision trees, K-NN classifiers, etc)   |
| WEB DEVELOPMENT  | Cloud Infrastructure Design (AWS, Terraform, Docker)<br>Enterprise-level backend in Java with RESTEasy and JAX-RS<br>Microservers/templating with Flask/Jinja<br>Front-end graphic design and development (jQuery, Bootstrap)<br>Version control, including Git and BitBucket |
| SOFTWARE DESIGN  | Server and database implementation in Java and C<br>PostgreSQL database design and implementation<br>Extensive game design and programming in Unity2D/C#  |