

Adrian Garza

PERSONAL INFORMATION

EMAIL: ahg2142@columbia.edu
WEBSITE: adriangarza.github.io
LINKEDIN: [Adrian Garza](#)

EDUCATION

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

EXPERIENCE

- | | |
|----------------|--|
| SUMMER 2017 | <i>Autodesk, Cloud Engineering intern</i>
Designed and built a client-facing Grafana GUI for AWS CloudWatch metrics
Integrated Grafana with automated cloud deployment infrastructure
Worked on AWS authentication and Terraform integration in Java backend |
| 2016-2017 | <i>Columbia Office of Research Initiatives, Undergraduate Fellow</i>
Designed and populated new website
Streamlined limited submission grant application process |
| 2016 - PRESENT | <i>Game development in Unity</i>
Maintained large-scale object-oriented projects in C#
Created sprites, HLSL shaders, and materials
Used color theory, principles of animation, and rules of game design |
| SUMMER 2015 | <i>The Housing Authority of the City of Los Angeles, intern</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 |

SKILLS

- | | |
|------------------|---|
| MACHINE LEARNING | Neural net design & implementation
Tensorflow and Keras API
Training using NVIDIA CUDA toolkit on Google Cloud VMs
Text summarization with LSTMs
Other ML methods (decision trees, K-NN classifiers, etc) |
| WEB DEVELOPMENT | Cloud Infrastructure Design (AWS, Terraform, Docker, GCP)
Enterprise-level backend in Java with RESTEasy and JAX-RS
Microservers/templating with Flask/Jinja
Front-end graphic design and development (jQuery, Bootstrap)
Motion graphics design with p5.js |
| SOFTWARE DESIGN | Server and database implementation in Java and C
PostgreSQL database design and implementation
Extensive game design and programming in Unity2D/C# |