

# Adrian Garza

## PERSONAL INFORMATION

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## EDUCATION

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

## WORK EXPERIENCE

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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

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UNDERGRADUATE FELLOW	Columbia Office of Research Initiatives
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

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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 <sup>A</sup> T <sub>E</sub> X and Markdown editing Experience with IDEs: Eclipse, Visual Studio, Monodevelop