

# Adrian Garza

## PERSONAL INFORMATION

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ADDRESS: 70 Morningside Drive, New York, NY 10027  
EMAIL: [ahg2142@columbia.edu](mailto:ahg2142@columbia.edu)  
WEBSITE: [adriangarza.github.io](http://adriangarza.github.io)  
LINKEDIN: [Adrian Garza](#)

## 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><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</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 |
| SUMMER 2013 | <i>Glendale Ascencia Homeless Shelter, volunteer</i><br>Maintained database and personal data records<br>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 implementation in C Flask/PostgreSQL database design and implementation Game of Life simulations and coding challenges in Python Game design in Unity2D, Unreal Engine 4, and HTML Canvas
MISCELLANEOUS:	Comfortable 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