

ANA GARCIA

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EDUCATION

University of Texas Rio Grande Valley <i>Bachelor of Science in Computer Science - GPA: 3.96</i>	December 2024
South Texas College <i>Associate's in Interdisciplinary Studies</i>	December 2021

TECHNICAL SKILLS

Languages: JavaScript, Dart, Java, C++, C#, HTML/CSS, SQL, Golang
Frameworks/Technologies: React, Node.js, Express.js, Flutter, Firebase
Developer Tools: Git, GitHub, Agile Methodology, TDD, Visual Studio,

PROJECTS

Comments! | *JavaScript, ReactJS, NodeJS, ExpressJS, Firebase, MongoDB* July 2024 – Present
Movie companion web app with timestamp-specific commenting

- Developed a **full-stack web application** using ReactJS for frontend, NodeJS & ExpressJS for backend, Firebase for authentication, and MongoDB for storage.
- Implemented a **real-time database** using MongoDB to store and retrieve comments, ensuring seamless performance and low latency.
- Integrated the **TMDB API** to provide users with a vast selection of movies to comment on and **Firebase Authentication** for secure user login.
- Designed and implemented a **responsive and intuitive user interface** using React, ensuring a smooth and enjoyable experience.
- Deployed the application to **Vercel**, leveraging serverless functions to host the backend and a CDN to serve the frontend.

Links: Demo Link — GitHub Repository

Folio | *Flutter, Firebase, Dart* September 2024 – Present
Mobile app connecting service-based professionals with local clients

- Developed robust **authentication and onboarding** processes using Firebase Auth, Firestore, and Storage, ensuring secure user registration and seamless profile creation.
- Implemented **in-app messaging** using Firebase Firestore and Firebase Messaging for real-time communication between professionals and clients.
- Designed and executed **location-based queries** to retrieve and display nearby portfolios based on user location.
- Conducted extensive testing with over **400 unit and widget tests** and approximately **40 integration tests** to ensure the app functioned reliably across all devices.
- Collaborated with a team and a project advisor to achieve the app's goals, delivering core functionality and meeting project expectations.

Links: GitHub Repository

Chasing Time | *C#, Unity* April 2024 – May 2024
Team-based project ranked 3rd place in university game development course

- Developed core gameplay mechanics for an endless runner game, including **procedural generation** of platforms, obstacles, and coins across various environments.
- Implemented an **object pooling system** to optimize memory usage and improve game performance.
- Aided in implementing player movement and animations, enhancing the game's visual appeal and responsiveness.
- Collaborated in a team of three, utilizing version control to ensure smooth integration of features.

Links: Demo Link