

# ANA GARCIA

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## EDUCATION

**University of Texas Rio Grande Valley** - Bachelors of Science, Computer Science, **GPA 3.96**

Dec 2024

**South Texas College** - Associates of Arts, Interdisciplinary Studies, **GPA 3.6**

Dec 2021

## TECHNICAL SKILLS

**Languages** | JavaScript, Dart, Java, C++, C#, HTML/CSS, SQL

**Technologies/Frameworks** | React, Node.js, Express.js, Flutter, Firebase

**Developer Tools** | Git, npm, Agile Methodology, TDD

## EXPERIENCE & PROJECTS

### Full-Stack Web App | Comments!

Jul 2024 - Aug 2024

*Movie companion web app with timestamp-specific commenting*      Javascript | React | Node.js | Express | Firebase | MongoDB

- Developed a **full-stack web application** that allows users to post and view comments on movies at specific timestamps, enhancing the viewing experience.
- 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.

[Github Repository](#) | [Live Application](#)

### Capstone Project | Folio

Sep 2024 - Nov 2024

*Mobile app connecting service-based professionals with local clients*

Flutter | Firebase | Dart

- 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.

[Github Repository](#)

### Game Development Project | Chasing Time

Apr 2024 - May 2024

*Team-based project **ranked 3rd place** in university game development course*

C# | Unity

- 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.

[Live Game](#)