Carlos Garcia

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Education

California Polytechnic State University, San Luis Obispo

Bachelor of Science in Computer Science

Graduation: March 2022

Relevant Coursework: Database Systems, Software Engineering, Object-Oriented Programming, Design and

Analysis of Algorithms, Data Structures

Proficient With: Python, Java, JavaScript, TypeScript, SQL, Git, GitHub

Familiar With: HTML, CSS, Angular, MySQL, Bootstrap, Spring Boot, ReactJS, Selenium, REST APIs, JDBC, Maven

Work Experience

• Full Stack Software Engineer Nisum Technologies, Fremont, CA (Remote) July 2022-Nov 2022

- o Worked with teams of software engineers to develop an in-house digital commerce website.
- o Utilized Jira for agile sprint management.
- o Created and automating test cases using Java and Selenium.
- o Created and used RESTful APIs.
- o Trained to use Cucumber software testing tool.
- IT Networking Assistant Cal Poly Client Services, San Luis Obispo, CA Mar 2020-May 2022
 - o Worked with Windows, macOS, and Linux systems to provide on-campus IT networking support.
 - o Installed and fixed Aruba networking equipment for campus housing.
 - o Utilized Aruba Clearpass and Aruba Airwaves software to troubleshoot networking issues.
 - o Used command-line interface to reprovision Aruba Access Points.
 - o Answered phone calls and used Jira for IT help desk ticket management.
 - o Trained and supervised new hires.
- Technician Assistant
 Cal Poly Mechanical Eng. Dept., San Luis Obispo, CA Jan 2020-Jan 2021
 - o Maintained and fixed computers and printers in Mechanical Engineering lab rooms.
 - o Assisted professors with setting up computers as well as other technological issues.
 - o Reimaged computers.

Projects

- Digital Commerce Website (In-house Nisum Technologies project)
 - o Worked within a team of software engineers and collaborated with other teams of developers.
 - o Built backend components using MySQL, Spring Boot, and Postman.
 - Built frontend components using Java, JavaScript, TypeScript, HTML, CSS, Bootstrap, and Angular.
- Pazaak Card Game A.I. (Monte Carlo Tree Search, 'MCTS' from scratch in Python)
 - o Modeled the Star Wars Card game, "Pazaak".
 - o Developed multiple MCTS A.I. agents that play against each other and created a database from their results
 - o Developed website using ReactJS for end users to play against MCTS A.I. agents: garciale24.github.io/PazaakPlayable/
- Computer Vision A.I. (Mask R-CNN with pretrained COCO weights in Python)
 - o Mask Region-Based Convolutional Neural Network, 'Mask R-CNN' with pretrained Common Objects in Context, 'COCO' weights; Machine Learning model used for this computer vision program.
 - o Object detection for horses, cats, dogs, and humans.
 - o Google Colab Link: https://bit.ly/3NtQFxf