

# Esteban Garcia - Software Engineer

Elk Grove, CA

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## **Key Strengths**

- Proficient in Typescript, Go, Kotlin, Python, React, Ruby on Rails, AWS, and SQL
- Strong leadership skills demonstrated by leading teams, providing insightful code feedback, and advocating for a positive developer experience through test-driven development and code quality improvements
- Constant drive for self-development and expanding overall knowledge of Computer Science

## **Professional Experience**

**July 2022 - Dec 2022**

**Organization** - Streamline

**Position** - Software Engineer

- Lead the development of a Typescript-based PDF Accessibility Scanner project in an agile / scrum environment
- Created a serverless deployment solution for the PDF Scanner project on AWS
- Refactored old AngularJS and React views to a new React project that adhered to strong TDD principles, including unit and e2e tests, which increased overall UI testing coverage
- Communicated directly with the Product Lead to implement product features and UI from Figma to React
- Implemented necessary backend changes for new product features in a monolithic Ruby on Rails project both on site and remotely
- Created automated CI/CD pipelines to enforce consistent code practices and improve overall developer experience

**June 2022 - June 2022**

**Organization** - Streamline

**Position** - Software Engineer Internship

- Exposed to the Agile and SCRUM methodologies
- Participated in bi-weekly sprint planning and refinement meetings
- Presented experimental code to the Product Manager, Lead Engineer, and CEO for the design of a PDF Accessibility Scanning project

## **Relevant Experience**

**August 2021 - May 2022**

**Organization** - Franklin Fullstack Developers Club

**Position** - President

- Taught the fundamentals and best practices of mobile and web development using React Native, Typescript, ExpressJS, and MySQL
- Organized two teams of three developers to build the backend and frontend of a small mobile application

**August 2019 - May 2021**

**Organization** - Game Development Club

**Position** - President

- Taught aspiring developers object oriented programming with C# and game development with Unity3D
- Worked with the head of the Computer Science department to schedule meetings to review student progress

**April 2019 - May 2019**

**Organization** - Contract

**Position** - Tutor

- Provided hands on opportunities for a student to solve algorithms using C++, allowing them to earn their Associate's Degree in Computer Science from Sacramento City College
- Strengthened the student's knowledge of procedural programming by working together to refactor existing functions

## **Education**

- **Franklin High School, 2018 - 2022**  
High School Diploma