

Andy Garcia

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Education

University of California, Davis

Sep. 2017 - Jun. 2020

B.S. in Statistics (Computer Science emphasis)

Experience

Hatchways Co-op · Remote Full Stack Developer

Jan. 2021 - Mar. 2021

- Created and deployed a full stack application that allows users to converse with anyone in any language
- Received weekly code reviews from an experienced developer using GitFlow principles (branching, merging)
- Tech stack: React, Node, Express, MongoDB, Socket.io

#include · Davis, California Web Developer

Sep. 2019 - Jun. 2020

- A school organization at UC Davis that aims to build websites for non-profit organizations and educate members about web development
- Learned web development concepts using HTML/CSS, JavaScript and prototyping with Figma

Projects

Decipher (React, Node, Express, MongoDB, Socket.io)

A real-time messaging application that allows users to converse with anyone in any language.

- Developed the front end using React, Redux, and Socket.IO which handles client side logic, state management, and real time communication
- Created an API that handles real time messaging by storing and retrieving messages in a Mongo database
- Implemented JWT authentication/Socket.IO to allow users to sign up/login and communicate in real time
- Architected schemas to store a user's information, conversations, and messages

Movie Tracker (React, Redux, Node, Express, MongoDB)

A movie database application that allows users to search for movies.

- Used React to handle client side logic and communicate with the TMDB API
- Added a global Redux store to handle state management of whether a user is logged in or not
- Implemented cookie-based authentication to enable users to sign in with Google
- Architected a schema which stores a user's Google ID in a Mongo database

Restaurant Tinder (React)

A game that helps users decide which restaurant to dine at.

- Developed the application using React and the Yelp Fusion API to get data on restaurants
- Implemented an algorithm that handles the logic of how the games work
- Followed UI/UX and responsive web design principles to create a good user experience
- Handled asynchronous calls using Axios and React lifecycle methods

Skills

Languages: JavaScript, Python, HTML5/CSS3

Technologies: React, Redux, Node, Express, Socket.io, MongoDB, SQL, PostgreSQL, Git, Heroku, Bootstrap, Material UI

Relevant Coursework: Data Structures & Algorithms, Object-Oriented Programming, Algorithm Design, Web Programming, Database Systems, Human-Computer Interaction