

CHRISTIAN GARCIA

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SUMMARY

Driven third-year student-athlete at Illinois Institute of Technology with strong qualities in problem-solving, creativity, and leadership. Experienced in software development and seeking an internship to gain experience and be able to provide impactful contributions to the software industry.

EDUCATION

Illinois Institute of Technology, Chicago, IL
BS in Computer Science & Minor in ITM

EXPECTED MAY 2026

SKILLS

Software: Microsoft Office, Visual Studio, Eclipse Workspace, Android Studio, Xcode, Jupyter Notebook, MySQL, Arduino IDE, Firebase

Programming Languages: Java, Python, Dart, C/C++, SQL

Relevant Coursework: Object-Oriented Programming I & II, Data Structures and Algorithms, Computer Organization and Assembly Language Programming, Discrete Structure, System Programming, Database Organization, Mobile Application Development, Software Engineering I, Probability & Statistics

EXPERIENCE

P33 Project with Avant – Intro to the Profession, CS100

Aug 2022 – Dec 2022

- Teamed up with mentors from Avant to research and create a website that allowed the Hispanic community to become educated on financial literacy and provided resources for the Hispanic communities.
- Engaged in front end website development and design using HTML and CSS
- Developed the websites user interface to maintain user-friendliness and an efficient user experience.

MLS Database Organization Project – Database Organization, CS425

Jan 2024 – May 2024

- Designed an ERD as well as a program that stores and organizes the data from MLS players, managers, and stadium analytics.
- Programmed a MySQL database and a Python script that would add, access, and retrieve data at the user's request.
- Developed the websites user interface to maintain user-friendliness and an efficient user experience.

ITF Fantasy App – Individual Project

Aug 2024 – Present

- Developed a soccer fantasy app in Dart, implementing a SQL database to be able to store and access player data, while using their data to calculate their fantasy score based on game performance.
- Developed a secure login and signup page with OTP (One-Time Password) for password recovery, improving user authentication.
- Designed a fixture page to display the schedule for games, highlighting the upcoming game, providing users with information such as game time, location, and opponent.

SnapForce – Interprofessional Project, IPRO497

Aug 2024 – Present

- Developed a football equipped with pressure sensors made up of conductive rubber cords wrapped around the ball, used to measure the amount of pressure and the presence of touch applied to the ball.
- Integrated an ESP32-S2 to capture force and touch readings from the rubber cords by attaching them to pins on a capacitive touch sensor extension for the ESP32-S2, allowing for real-time data visuals.
- Developed Software in Arduino IDE to capture force and touch readings from the cords, displaying them onto a graph for analysis

EXTRACURRICULARS

Illinois Tech Men's Soccer – Midfielder, Leader

Aug 2022 - Present