

Gian Marco Peña

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EDUCATION

Florida International University

B.S. Computer Science

- Relevant coursework: Data Structures, Computer Architecture, Systems Programming

August 2023 – December 2026

Miami, FL

EXPERIENCE

Capital One

Software Engineering Intern

June 2025 – August 2025

Chicago, IL

- Developed device management feature for one of Capital One's customer-facing mobile applications, enabling **2000+** members to view active sessions, selectively sign out of devices, and manage account security across platforms.
- Built using **React Native** for mobile, **React** for web, **NestJS** backend, and **MySQL** database with **Knex.js** for data interactions.
- Wrote comprehensive unit tests using **Jest** across frontend and backend to ensure feature reliability before production release.

Capital One

Software Engineering Intern

June 2024 – August 2024

McLean, VA

- Developed software in the Capital One case management platform **Ease for Associates** to more efficiently organize the load of cases worked by all teams in order to evenly divide cases between over **1000** teams.
- Used **AngularJS** and **NgRx** to develop a seamless user interface by creating a platform for associates to work on cases not necessarily under their team's purview, enabling them to take the initiative on working cases.
- Wrote unit tests using **Jest** to ensure rigor in the feature's functionality, verifying that associates without the necessary privileges could not access the feature before it is available to all associates.

LEADERSHIP

Reach Program Manager

INIT FIU

January 2024 – December 2025

Miami, FL

- Spearheaded technical interview preparation workshops focused on data structures and algorithms, providing students with guidance to excel in their technical interviews.
- Developed comprehensive solutions to technical interview problems in **C++**, **Java**, and **Python3**, ensuring accessibility to the discussion of their solutions for a diverse range of students.
- Collaborated with authoritative figures within INIT to organize and facilitate these workshops.

High School Programming Competition Technical Lead

FIU Programming Team

February 2024 – February 2026

Miami, FL

- Operated jointly with technical co-leads on the coordination and execution of our annual high school programming competition, overseeing aspects from initial planning to post-event evaluation.
- Automated the generation of large-scale test data sets using **Bash** and **Python3**, creating a robust pipeline to validate problem constraints and emulate the judging process.
- Configured the contest environment, including setting up and customizing DOMJudge, and authored a diverse set of problem statements to challenge participants' skills across multiple domains.

PROJECTS

FIUJudge | Contest Environment | Hybrid

June 2025 – Present

- Developed a full-stack web application using **React** and **Express.js** with **SQLite** database to host high school programming contests for **30+** teams, replacing the existing judging platform for university-sponsored competitions
- Implemented comprehensive contest features including real-time scoreboards, submission judging, clarification systems, contest announcements, and administrative oversight tools

BedStats | Discord Bot | Remote

June 2020 – Present

- Leveraged **Node.js**, Discord's API and other **RESTful API** technologies to create a robust and scalable Discord bot, empowering users to access comprehensive Bedwars data within their own profiles or those of other players from the Hypixel Minecraft server.
- Successfully deployed the bot to approximately **5000** Discord servers, benefiting a diverse user base and fostering engagement within the gaming community.

HappenIn | Event Discovery Platform | KnightHacks

October 2025

- Created a mobile-friendly website inspired by Tinder, enabling users to discover local events and activities, and connect with others who share mutual interests.
- Designed the frontend using **React** for a seamless, responsive user experience.
- Engineered a backend split into two services: a **RESTful API** built with **Express.js** (Node.js) for core data operations, and a WebSocket server for real-time chat using the **ws** npm package for activity-based group messaging.
- Utilized **SQLite** to efficiently store and retrieve chat messages, ensuring reliable persistence and fast access for real-time conversations.

TECHNICAL SKILLS

Languages: JavaScript, C++, Python3, Java, L^AT_EX, Bash, Zsh, SQLite, MySQL

Frameworks: Node.js, Express.js, React, React Native, Jest