Gian Marco Peña

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EDUCATION

Florida International University — August 2023 – December 2026
B.S. Computer Science — *Miami, FL*
- **Relevant coursework**: Data Structures, Computer Architecture, Systems Programming, Software Engineering

EXPERIENCE

Capital One — June 2025 – August 2025
Software Engineering Intern — *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 — June 2024 – August 2024
Software Engineering Intern — *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 — January 2024 – December 2025
INIT FIU — *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 — February 2024 – February 2026
FIU Programming Team — *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, LaTeX, Bash, Zsh, SQLite, MySQL
Frameworks: Node.js, Express.js, React, React Native, Jest