Jesus Garnica

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EDUCATION

Bachelor of Science in Computer Science
San Francisco State University · San Francisco, CA · 2019

SKILLS

Web Development: React, Jest, GatsbyJS, Apollo GraphQL, Bootstrap, Styled Components

Languages: C++, Typescript, Javascript, Python, CSS, Java, Rust, Swift

Tools: Git, Postman, Sketch, MJML, Apollo Client Tools, Selenium, Android Development Kit, XCode

Spoken Languages: English (Native), Spanish (Native)

EXPERIENCE

Front End Developer – Intern
Trueclap   September 2019 – January 2020, Palo Alto, CA
· Created over 100 reusable React components such as a user profile photo uploader, drop menus, buttons, progress bars, notifications, and mobile navigation elements.
· Designed a library of reusable input fields using React with test coverage to greatly reduce time spent creating forms from 1-2 hours to minutes.
· Engineered a well-researched custom text editor with rich text support using draft.js and React.
· Crafted a general set of tools using Jest to deduct time writing tests and create over 200 tests within weeks.
· Used MJML to lessen time developing mobile-friendly email templates for SendGrid from an hour to around 10 minutes.

Ambassador
HanaHaus   September 2018 – Present, Palo Alto, CA
· Introduced 100's of guests from multiple countries to the coworking space and assisted them in succeeding in their professional goals such as introducing their product to a VC, interfacing with another professional, or working with their team.
· Quickly troubleshot dozens of technical problems related to the internet, connectivity, software from startups, and outside company devices.
· Coordinated over 40 events such as venture capital events, large company presentations, and speaker events with over 150 guests.

PROJECTS

Yugo (Web and Mobile App)
· Used Xamarin and C# to create a prototype android app.
· Created pages and components from Sketch designs using Vue.Js.

Chess (Multiplayer React Web App)
· Helped to create a realtime 2-player multiplayer chess game using a variety of tools and frameworks such as GatsbyJs, React, chess.js, and socket.io.
· Implemented over 20 features in a small collaborative team in a quick time period. Features included security, user authentication, mobile support, game session creation, and lazy loading to increase performance.
· Taught the basics and principles of React and GatsbyJS to other software engineers new to both frameworks.

Donde (iOS App)
· Implemented an iOS app using the Google Maps API to locate a nearby, quality restaurant from the 100's of nearby restaurants within the user's location.
· Wrote a custom algorithm to select which restaurant matches a balance between price and quality.
· Optimized performance to ensure the results would be available to the user within 5 seconds.

COURSEWORK

SOFTWARE ENGINEERING
Computer Science · React & GatsbyJS
Created multiple single-purpose react components to be integrated into a web application with 6 other contributors.

ADVANCED OBJECT ORIENTED SOFTWARE DESIGN & DEVELOPMENT
Computer Science · Java
Used Java and the Android Development Kit to create UI elements for an Android app within 2 months within a team of 4 students.