

Jesus Garnica

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EDUCATION

Bachelor of Science in Computer Science

San Francisco State University • San Francisco, CA • Fall 2019

SKILLS

Web Development: React, Jest, GatsbyJS, AWS Amplify, AWS Cognito, Apollo Client, Node.js, Styled Components

Languages: TypeScript, JavaScript, Python, GraphQL, CSS, Java, C++, Rust, Swift

Tools: Git, VSCode, Figma, 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 drop menus, buttons, progress bars, notifications, mobile navigation elements, and a user profile photo Uploader.
- 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 hundreds 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 troubleshooted 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 (Vue.js Web App and Xamarin 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 real-time multiplayer chess game using a variety of tools and frameworks such as GatsbyJs, AWS EC2, 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 hundreds 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

CSC 648 Software Engineering

Computer Science • React, GatsbyJS, and MongoDB

Created multiple single-purpose react components to be integrated into an e-commerce web application with 6 other contributors.

CSC 413 Software Development

Computer Science • Java

Object-oriented techniques: encapsulation, inheritance, and polymorphism as a mechanism for data design and problem solution. Software design, debugging, testing, and UI design. Created a compiler along with its lexical analysis, error handling, and symbol table for the class final project.