Jesus Garnica

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Frontend Developer

Years of experience creating user-centered frontends, highly adaptable, eager to learn, very responsive to project feedback, enjoy working with a team. Engaged with the open source community to stay on top of the fast changes in modern web technology as an exciting way to outdo myself. Looking to obtain a full-time role as a Frontend Developer working in a large organization. Key competencies include:

React | Jest | GatsbyJS | AWS Amplify | Python | Node.js | CSS-in-JS
Typescript | Javascript | Python | GraphQL | CSS
Git| VSCode | Figma | Sketch | Apollo Client | Selenium
Bilingual (English & Spanish)

Professional Experience

Trueclap | Palo Alto, CA. Startup.   **May 2019 – Jan. 2020**
Frontend Developer

➢ Created over 100 React components: 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 => Time spent creating forms reduced from 1-2 hours to minutes.
➢ Designed and created a custom text editor with rich text support using draft.js and React.
➢ Crafted a set of tools using Jest to reduce time writing tests => Created over 200 tests within 2 weeks.

HanaHaus | Palo Alto, CA. Co-working Space.   **Sept. 2019 – Present**
Ambassador

➢ 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.

Yugo | Berkeley, CA. Startup.   **May 2018 – April 2019**
Frontend Developer

➢ Utilized Xamarin and C# to create a prototype Android app using Sketch designs.

Education

Bachelor's degree in Computer Science
San Francisco State University, CA   **Fall 2019**

Course Projects:

➢ **Chess, React Multiplayer React Web App**: Implemented over 20 features in a small collaborative team in a quick time. Features included security, user authentication, mobile support, game session creation, and lazy loading to increase performance.

➢ **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.