Javier Daniel Garcia

786-337-2165 - javierdangarcia@gmail.com - github.com/javidangarcia
linkedin.com/in/javidangarcia

EDUCATION

Florida International University | Miami, FL   *August 2021 – Present*
Bachelor of Science in Computer Science, GPA: 3.89   *Expected: December 2024*
Honors: Dean's List (Fall 2021, Spring 2022)
Associations: Upsilon Pi Epsilon (UPE)
Relevant Courses: Programming 1 & 2 (**Java**)

SKILLS

Languages: Java, Python, HTML/CSS
Tools: Git & GitHub
Spoken: English & Spanish

COURSES

Technical Interview Prep – Intro to Software Engineering | CodePath   *June 2022 - August 2022*
- Learned the foundations of **Python** programming and how to break down complex problems.
- Collaborated with a group of students to find the optimal solution for several algorithmic problems.
- Gained exposure to problem solving techniques for common technical interview questions.

PROJECTS

Algorithm Visualizer   *July 2022 - August 2022*
- Developed an interactive tool for visualizing algorithms using **Python**.
- Implemented Dijkstra Pathfinding, Bubble Sort, and Insertion Sort algorithms.
- Constructed a user-friendly game menu for switching between algorithms.

Checkers Game   *June 2022 - July 2022*
- Developed a two-player checkers game using **Python** and the **pygame** module.
- Designed a recursive algorithm for detecting the valid moves that the user can execute.
- Utilized classes, functions, lists, dictionaries, conditionals, and loops for game functionality.

Portfolio Website | javidangarcia.github.io   *May 2022 - July 2022*
- Designed a website using **HTML**, **CSS**, and **JavaScript** with the goal of providing
  a convenient way for others to access my up-to-date resume and projects.
- Optimized website to display contents properly on mobile devices.

Breakout Game   *June 2022*
- Developed a brick breaker game using **Python** and the **pygame** module.
- Utilized classes, functions, lists, conditionals, and loops for game functionality.