

# JUNIOR FRANCISCO GARCIA

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## EDUCATION

### New York University Abu Dhabi (NYUAD)

Abu Dhabi, UAE

*Bachelor of Science in Computer Science, Minor in Interactive Media and Technology*

*Aug. 2017 – May 2021*

- Official GPA: 3.604/4.00
- Admission Merits: 11,500+ Applicants and a 4% Acceptance Rate; 120% covered cost of attendance
- Leadership Roles: Global Career Consultant, Resident Assistant, and award-winning Model United Nation's traveling team member.
- Fully-funded study away and global advancement opportunities in: New York, U.S.A; Shanghai, China; Athens, Greece; Hamburg, Germany; and Aljoun, Jordan.
- Selected Coursework: Machine Learning, Computer Graphics, Computer Networks, Operating Systems, Large Scale Web Applications, Software Engineering, Projects in Virtual Reality, Artificial Intelligence Art, Computer Systems Organization, Multivariable Calculus, Linear Algebra, Data Structures, Algorithms, Capstone (Thesis) Project in Computer Science

## RESEARCH AND TEACHING EXPERIENCE

### Research Assistant

May 2021 – Present

*Human-Data Lab at NYUAD*

*Abu Dhabi, UAE*

- Working under the supervision of the lab's head, Professor Azza Abouzied, to develop research methods and tools at the intersection of data management, data science, interactive systems, and human-computer interaction.
- Promoted to a 1-year, full-time, research assistantship for completing a successful thesis project with the lab.

### Undergraduate Research Assistant

June 2020 – February 2021

*Lab for Computer-Human Intelligence at NYUAD*

*Abu Dhabi, UAE*

- Worked under the supervision of the Lab's head, Professor Tuka Alhanai, to develop systems at the interface of computer and human intelligence using machine learning and software development.
- Built a [full-stack data collection tool](#) deployed in Amazon Mechanical Turk as a user study that gathered over 1.5 million rows of data using Flask, Apache, Javascript, and MySQL.
- Paper submission on the aforementioned tool for the creation of machine learning data sets to [ICASSP 2021](#)
- Analyzing results from user study using data analysis and machine learning techniques in Python.

### Interactive Media Lab Assistant

January – March 2020

*NYUAD's Interactive Media Maker Space.*

*Abu Dhabi, UAE*

- Cleaned, maintained and organized a repertoire of 2000+ tools and equipment.
- Assisted students with technological projects for introductory classes in software development, physical computing, and fabrication.
- Operated high-risk tools for students via appointments, included but not limited to, a laser cutter and a 3D printer for assistance in student projects.
- Acted as a teaching assistant in a community-wide web development workshop series for absolute beginners.

## INDUSTRY AND ENTREPRENEURIAL EXPERIENCE

### Software Quality Assurance Engineer

December 2020 – May 2021

*Securrency*

*Abu Dhabi, UAE*

- Securrency is a Series-B international fintech firm based in the UAE and the US that develops a new kind of financial instrument: a highly-liquid, dividend-yielding, investment-grade digital currency with the transferability of Bitcoin, exchangeability of the dollar, and stability of bonds.
- Part of an internal team composed of 4 engineers that develops proprietary software tools to automate the quality assurance testing process using Pytest, Python, and SQLAlchemy.
- Reviewed and proposed over 10+ new product requirements and api-endpoint improvements to senior engineers after automation of testing process.
- Promoted to paid, part-time employee after a 2-month internship stint. Received full-time offer after graduation.

## Chief Information Officer and Founding Board Member

*Smallworld*

March 2019 – Present

*Abu Dhabi, UAE*

- SmallWorld is a tech-driven, non-profit, social enterprise that connects high school students to real problems at NGOs and equips these students with the tools to solve them. We are registered as 501(c) nonprofit in the United States.
- Acted as lead software engineer for the company's first MVP, which is a full-stack web application built on top of the MERN stack (MongoDB, Express.js, React.js, and Node.js).
- Promoted to company's Chief Information Officer to oversee the company's scalable technology infrastructure and product planning as a SCRUM master.
- Awarded 3rd Place/ 140 teams at the Abu Dhabi's Department of Education and Knowledge (ADEK) entrepreneurship competition.
- Awarded 1st Place out of 40 teams in MENA at TiE Dubai's University Pitch Competition.
- Placed Top 8 teams, top social-good teams, and top female-led teams, at the TiE Global Entrepreneurship competition held at Silicon Valley with 546 participating teams from 5 different countries.

## Software Engineer (3D Visualization)

*Dhakira Center for Heritage Studies*

March 2020 – December 2020

*Abu Dhabi, UAE*

- Developed 3D visualization tools for the study of heritage sites (see the [Bronze Age Boat](#) and [Delma Island](#) projects).
- Liaise with archaeologists and researchers on a weekly basis to translate their needs and requirements into pragmatically designed features.

## Creative Technology Intern

*SuperBright*

September 2019 - December 2019

*Brooklyn NYC, USA*

- Developed the prototype for an internal 3D/VR exhibition visualization tool for architects and engineers on site using Unity and C# scripting.
- Created 360-degree tours of hotel rooms using Google Tour Creator.
- Assisted in debugging a 5000-lines Node.js server for 100+ Raspberry Pis.

## Project Management Intern

*Emaar*

June 2019 – August 2019

*Dubai, United Arab Emirates*

- Developed a proof-of-concept web application for Critical Path management presented to the company's COO.
- Created 360-degree tours of hotel rooms using Google Tour Creator.
- Liaised with third-party consultants to assist in the implementation of a new luxury spa concept valued at 100,000+ dollars.

## PROJECTS

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**A.R.t** | *ml5.js, Node.js, Socket.io, Express.js*

June 2020

- Developed an augmented reality tool that allows people to collaborate on artistic projects over the internet using their webcam and computer-vision based pose-tracking as a paintbrush.
- Users can create rooms and generate shareable links to paint with their friends. Users can also download the artwork they generated as a png image.
- Deployed the app on Heroku for anyone to use: [collart.herokuapp.com/](https://collart.herokuapp.com/)

## SKILLS

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**Programming Languages:** Python, C/C++/C#, SQL (Postgres), Java, JavaScript/TypeScript, HTML/CSS, Bash Scripting

**Libraries and Frameworks:** React.js, Node.js, Flask, Three.js, Babylon.js, p5.js, pandas, NumPy, Matplotlib, Pytorch, WebGL, Pytest

**Developer Tools:** Git/Github, Docker, Amazon Web Services, VS Code, Visual Studio, Unity Game Engine, Jupyter Notebook

**Human Languages:** Spanish(Native Proficiency), English(Native Proficiency)