

Junior Francisco Garcia

Machine Learning - Software Engineering - UX/UI - Product Management
Portfolio | Github | LinkedIn | Email

EDUCATION

NEW YORK UNIVERSITY ABU DHABI (NYUAD)

B.S. IN COMPUTER SCIENCE

Official GPA: 3.551/4.0

MINOR IN INTERACTIVE MEDIA

Minor GPA: 3.8/4.0

Expected May 2021 | Abu Dhabi, U.A.E.

LEADERSHIP ROLES:

- Residential Assistant
- Global Career Consultant
- Interactive Media Lab Assistant

COURSEWORK

Large Scale Web Applications

Computer Graphics

Machine Learning

Projects in Data Science

Software Engineering

Computer Networks

Computer Systems Organization

Network Everything (IOT Devices)

Alternate Realities (VR in Unity)

Communications Lab

Introduction to Interactive Technology

Artificial Intelligence Art

SKILLS

PROGRAMMING

Over 5000 lines:

• Python • C++ • Javascript

Familiar:

• CSS • HTML • PHP • MySQL

• Bash Scripting • C • Java

• Typescript

LIBRARIES AND TOOLS

• Unity • Arduino • Processing

• Node.js • p5.js • React.js

• Babylon.js • Three.js

• Amazon Web Services • Django

• Flask • Pytorch • Matplotlib

• Jupyter Notebook • WebGL

• Adobe Creative Suite

• Microsoft 365 • \LaTeX

• UML • Tableau

LANGUAGES

• English (Native Proficiency)

• Spanish (Native Proficiency)

• French (Elementary Proficiency)

EXPERIENCE

SECURENCY | SOFTWARE ENGINEERING INTERN

December 2020 - January 2021 | Abu Dhabi, U.A.E.; New York City, U.S.A

- Securrency is a FinTech platform that monetizes excess capacity in assets by leveraging disruptions in finance (Blockchain, smart contracts, distributed ledgers).
- Worked with the Automated Quality Assurance Team in an Agile/Scrum environment to create automated tests using Pytest, Python, and SQLAlchemy.
- Reviewed pull requests from senior engineers as a code reviewer.

LAB FOR COMPUTER-HUMAN INTELLIGENCE AT NYUAD

MACHINE LEARNING (ML) AND SOFTWARE ENGINEERING RESEARCHER

May 2020-Present | Abu Dhabi, U.A.E.

- Researching how humans recognize shapes in images using Machine Learning.
- Built a full-stack data collection tool deployed in Amazon Mechanical Turk as a user study 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 high-level Machine Learning (Reinforcement Learning) algorithms in Pytorch.

SMALLWORLD | SOFTWARE ENGINEER

August 2020 - Present | Abu Dhabi, U.A.E.

- Founding team member of SmallWorld, an online platform that connects high school students with mentors to solve humanitarian problems.
- Won 3rd Place (out of 100 participating teams) at the ADEK-StartAd Youth Tech Competition and received a 5000 AED cash prize and startup mentorship.
- In charge of the web application's back-end functionalities (MERN stack).

DHAKIRA CENTER OF HERITAGE STUDIES | WEB DEVELOPER

April 2020-Present | Abu Dhabi, U.A.E.

- Developing 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.

SUPERBRIGHT | CREATIVE TECHNOLOGY INTERN

September - December 2019 | Brooklyn NY, U.S.A.

- Developed the prototype for an internal 3D/VR exhibition visualization tool for architects and engineers on site using Unity and C# scripting.
- Assisted in debugging a 5000-lines Node.js server for 100+ Raspberry Pis.

EMAAR HOSPITALITY GROUP LLC | PROJECT MANAGEMENT INTERN

July-August 2019 | Dubai, U.A.E.

- Developed a 'proof-of-concept' web application for Critical Path management which was presented to the company's Chief Operating Officer.
- 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.