

JohnMatthew Garcia
Machine Learning Engineer | Data Scientist | UC Berkeley Graduate
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UC Berkeley-trained data scientist and aspiring machine learning engineer with experience in network engineering, data infrastructure, and applied machine learning. Skilled in Python, SQL, and ML frameworks with a strong foundation in AI, statistics, and systems design.

EDUCATION

University of California, Berkeley
Bachelor's in Data Science - BA

Fresno City College
Associate in Economics - AA

COURSEWORK:

CS: Structure of Computer Programs • Data Structures and Algorithms • Introduction to Artificial Intelligence • Internet: Architecture and Protocols • Machine Learning

Statistics: • Foundations of Data Science • Techniques of Data Science • Probability for Data Science • Data Mining and Analytics • Data Engineering • Machine Learning and Data Analytics • Intro to Business Analytics

WORK EXPERIENCE

UC Berkeley – Berkeley IT <i>Network Engineering Assistant</i>	<i>Aug 2024 – Present · 9 mos</i>	Berkeley, California
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- **Performed** hands-on network support across campus by replacing switches, restoring WiFi, configuring ports and IP addresses, and troubleshooting connectivity issues. Utilized Python/Bash scripts, conducted preventive maintenance on equipment.
- **Collaborated** with HelpDesk, IST-NOS, and vendors to resolve technical issues and maintain documentation. Provided training and shadowing for new technicians, supporting team onboarding and reinforcing standard operating procedures.

UC Berkeley – D-Lab
Undergrad Technician

Jan 2024 – Present · 1yr 4 mos Berkeley, California

- **Provided Cross-Disciplinary Services:** Delivered in-depth consulting, advising, and access to staff support for software or infrastructure needs at UC Berkeley's D-Lab. Assisted graduate students, faculty, and staff in advancing world-class research in data-intensive social sciences and humanities

PROJECTS

- **Build Your Own World** | is a 2D tile-based world exploration game built in Java, where players can explore and interact with their environment using customizable tiles and avatars. It features a random room generation algorithm and a near-sight functionality that adds a layer of challenge to exploration, making the gameplay more immersive and engaging.
- **WordNet and NGram Viewer** | Java, CSS, HTML • Developed a unique graph class in Java to store and manage over 80,000 words and 400,000 hyponym-hypernym relationships from WordNet, representing semantic relationships between synsets • Created an NGram Viewer that graphically displays user-selected words or phrases (ngrams) of up to 50,000 words, showing their occurrences in a corpus

TECHNICAL SKILLS

Languages: Python (Pandas, Scikit-learn, TensorFlow, PyTorch), SQL, Java,

Machine Learning: Regression, Classification, Clustering, Ensembles, Bayesian & Reinforcement Learning

Data Science: Data Wrangling, EDA, A/B Testing, Causal Inference

Software Engineering: DS&A, OOP, Debugging, Optimization, Version Control

Databases: PostgreSQL, MongoDB, Query Optimization, Data Modeling, ETL

Tools & Platforms: Git, Jupyter, Hadoop, Airflow, Spark, Docker, Tableau, PowerBI, Analytics Solver

ADDITIONAL EXPERIENCE

Austin Boom Real Estate

Licensed Real Estate Agent

2008 – 2012 · 5 yrs

Austin, Texas

10+ years of professional sales and customer service experience across real estate, automotive, and hospitality industries.