

# Juan Garcia

## Software Engineer

Miami, Florida | (786) 202-5149 | Jgarc997@gmail.com

linkedin.com/in/jgarc2397/ | github.com/jpgar

Portfolio: jpgarcm.com

## Work Experience

### Software Engineer Intern | Teidore

2023

*Defense and Space Manufacturing*

JavaScript | Python | React | Bootstrap | AWS | DynamoDB

- Designed and developed web pages utilizing JavaScript, React, and Bootstrap to enhance user experience.
- Developed software solutions using object-oriented programming languages and frameworks.
- Assisted with the design and implementation of software solutions.
- Collaborated with team members to ensure the timely and accurate completion of projects.
- Utilized Python and Node.js in the backend development to create a high-quality software product.

## SOFTWARE ENGINEERING PROJECTS

### Full-Stack | Twitter Clone

2022

*Social media clone designed for learning purposes*

JavaScript | Next.js | TailwindCSS | Firebase

- Developed a working cloned social media app, with its own domain.
- Utilized Google auth to authenticate every user wanting to sign in, comment like and post photos on the project.
- Organized post, comment likes and responses all to be saved on a Firebase database.
- Managed API news and followers get fetch in the widget section changing every 3 days.
- Attained 80% test coverage by using test-driven development(TDD) to implement a high quality application.
- **Domain:** twitterclone.jpgar.com

### Full-Stack | Weather App

2022

*Weather application for every city around the world*

JavaScript | React | CSS | HTML

- Facilitated the search for the weather across cities around the world for both phone and web browsers.
- Utilized Axios to make API calls to the open weather map servers.
- Directed data and API endpoints to allow for seamless frontend integration to backend.
- Reduced total lines of code by about 100 by developing a reusable star React component.
- **Domain:** weather-rho-one.vercel.app.

### Back-End | Snake Game

2022

*Single page game*

JavaScript | Node.js | HTML

- Designed a back-end game with multiplayer capabilities.
- Tracked user score throughout the application with higher-order components to reuse component logic.

## TECHNICAL SKILLS

**Programming Languages** | Javascript, TypeScript, Python

**Front End** | React, Redux, Next.js, HTML5, CSS3

**Back End** | Node.js, Express, PostgreSQL, MongoDB, DynamoDB, MySQL, Firebase

**Testing/Deployment** | Jest, Mocha, React Testing Library

**Other** | Git, AWS, object-oriented programming

## EDUCATION

**Florida International University** - Bachelor of science, Biology

2020

- GPA - 3.8/4.0

**Key Courses:** Data Structures, Algorithms, Web Developer Bootcamp, Databases & Web Programing

2022