

# Juan Garcia

## Software Engineer

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

## TECHNICAL SKILLS

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

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

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

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

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

## SOFTWARE ENGINEERING PROJECTS

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### 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.

## EDUCATION

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Florida International University - Bachelor of science, Biology

2020