Maquenzie Garcia
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Experience

Princess Cruises | Commerce & Enterprise Engineering | Jr. Business Analyst, August – Current | Business Analyst Intern, June - August

- Support enterprise-scale financial and commerce product initiatives by gathering, refining, and documenting business requirements in alignment with stakeholder needs and organizational goals.
- Partner with cross-functional product, engineering, and QA teams to ensure alignment between business objectives and technical implementation through clear, testable user stories and acceptance criteria.
- Lead and optimize release management workflows by coordinating across DevOps, QA, and business units to streamline CI/CD deployments and post-release validation.
- Enhance Jira and Confluence processes by standardizing project documentation, improving sprint visibility, and automating reporting for agile ceremonies.
- Drive the solidification of requirements for large-scale projects, ensuring scope clarity and feasibility through stakeholder interviews, impact assessments, and traceability matrices.
- Maintain detailed documentation, including business process flows, project charters, and system change logs, to improve team knowledge sharing and onboarding efficiency.
- Collaborate with QA to validate deliverables against acceptance criteria using BDD & ATDD methodologies.
- Communicate effectively across stakeholder groups, bridging business and technical domains to ensure shared understanding and smooth execution of initiatives.

California Department of Public Health | Data Analytics & Surveillance Intern + Office of Problem Gambling Intern, February 2025 – June 2025

- Assist with data management, processing, and statistical analysis to support public health initiatives.
- Develop a comprehensive Git repository management guide to modernize code version control practices
- Enhance existing data visualizations and analytical models to improve public health reporting.
- Monitor and evaluate data reporting accuracy on surveillance platforms to ensure data integrity.

Nightmare Negotiations (Self-Initiated Project) | Project Manager, Business Analyst, 2024 -2025

- Led the full lifecycle of game development from conceptualization to implementation, managing a team of six and conducting sprints using Jira, while adhering to SCRUM and agile methodologies.
- Coordinated team collaboration, tracked progress, and adjusted strategies to ensure timely completion of project goals.
- Created game features including multiplayer architecture, a working economy, and AI-driven enemy behavior using Lua. Integrated 3D models created in Blender and used GitHub for version control.
- Actively participated in a comprehensive software product definition workshop, contributing to the identification and analysis of the target audience and defining the product scope.
- Assisted in identifying and prioritizing key stakeholders for a software product.
- Developed user personas and user stories for the product intended audience.
- Participated in Product Development Risk Taxonomy definition and actively managed project risks

Education

California State University Northridge, Degree in Progress (Expected Graduation Date | December 2025)
Major | B.S Computer Science

Skills

- **Business & Data Analysis** – Excel, Google Sheets, Smartsheet, SQL, RStudio (dplyr, ggplot, mice), Data Visualization, Reporting
- **Projects & Product Management** – Jira, Confluence, ServiceNow, GitLab, Git, GitHub, DevOps, Agile, Scrum, Change Management, Risk Management, Documentation
- **Software & Programming** – Java, C#, Swift, JavaScript, R, HTML, CSS
- **Tools & Technologies** – Microsoft Office Suite (Excel, PowerPoint, Word), Zoom, Google Meets, MS Teams
- **Design & Prototyping** – Blender, Photoshop, Canva, Figma, Game Engines (Godot, Unity, Roblox Studio)
- **Languages** – English (Fluent), Tagalog (Fluent), Spanish (Proficient)