Luis Gardea

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EDUCATION

STANFORD UNIVERSITY | B.S. in Computer Science, class of 2017

Sep 2013 - June 2017 | Stanford, CA

- GPA - 3.7

EXPERIENCE

FITBIT | Software Engineer - Fitbit Coach Backend

Sep 2017 - Present | San Francisco, CA

- Working as part of the Fitbit Coach backend team, developing and maintaining our APIs and various microservices; mostly working in Ruby on Rails and Go
- Maintain and have ownership over purchasing service; implemented purchase processing and validators for Apple IAP and Windows Store (UWP), as well as support for auto-renewing subscriptions
- Implemented native Fitbit authentication in the Fitbit Coach app in an effort to unify separate stacks and user bases, as well as to leverage Fitbit APIs
- Developed beta testing capabilities for testing unreleased workouts in production

FITBIT | Software Engineering Intern

June 2016 - Sept 2016 | San Francisco, CA

- Worked as part of the Fitstar (now Fitbit Coach) backend team. Fitstar was a digital fitness platform that specialized on generating dynamic, personalized workouts; acquired by Fitbit.
- Wrote API to extend the use and functionality of user sessions (workouts), working with constraints to allow users to access more options and categories of workouts; written in Ruby on Rails
- Developed feature that allowed the customization of a specific type of workout to match a certain duration while preserving the formula of the workout; written in Go

QUALCOMM | Software Engineering Intern

June 2015 – Sept 2015 | San Diego, CA

- Designed and implemented an auto-triage tool to be utilized for debugging the Management Layer 1 in LTE Modems. The tool determines the module or modules responsible for a deadlock crash that occurs in LTE Modems and returns information that may be useful.
- Written in C and testing code written in C++

COURSEWORK

- I have taken courses on Machine Learning (CS 229), Artificial Intelligence (CS 221) as well as Introduction to Computer Graphics (CS 148), Compilers (CS 143), computer systems, organization, C programming and x86 architecture (CS 107, CS 110), computer science probability and math (CS 109, CS 103), web applications (CS 142), design and analysis of algorithms (CS 161), and (CS 205A), which teaches mathematical methods in computer vision, graphics, and robotics, Computer Vision (CS 131) and Linear Dynamical Systems (EE 263).

ADDITIONAL INFORMATION

PROGRAMMING

Experience in C/C++, Python, Java/Android, Go, Ruby (Rails), JavaScript, HTML, CSS, LaTeX, MATLAB

ADDITIONAL INFORMATION

Built my own electric guitar at the woodshop at Stanford's PRL as a personal project.
I love listening to and playing music (jazz, acoustic, rap, metal, rock, indie, folk, etc.)
Mechanical watch enthusiast
Fluent, with native speaking and writing proficiency, in both English and Spanish