# Luis David Garcilazo Medrano

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# Summary

# Highly resourceful and driven professional with proficiencies in data structures, modern web programming, and troubleshooting. Interested in anything related to technology. Seeking a role as a Java Full Stack developer to build upon the training I received at GenSpark. I enjoy learning new things every day.

## **Skills**

Agile Development • Test Driven Development • Core Java • Spring • Spring Boot • MySQL • Hibernate •

Postman • Microservices • Rest APIs • HTML • CSS, TypeScript • Angular • AWS • Git • GitHub

## **Additional Skills**

C • JavaScript • MIPS assembly • Racket • SystemVerilog

## **Experience**

**Java Full Stack Developer at GenSpark**

Mar 2023 – Present

* Completed all Java assignments and projects using - Loops, Arrays, Collections, Classes, OOP, Exceptions, IO Files, Functional Programming, and TDD.
* Leveraged sound coding practices by implementing small manageable testable methods, good descriptive commenting, and using version control.
* Implemented Test Driven Development while learning Unit Testing with JUnit and Java.
* Practiced the Agile Methodology throughout the Training Program.
* Built several individual projects such as Humans vs Goblins using Java and applying Java concepts.
* Created backend applications with Java, Spring Boot, Hibernate, MySQL and Postman.
* Studied the fundamentals of Web Development using HTML, CSS, TypeScript and Angular.
* Built several full stack projects using Java, Spring Boot, Hibernate, MySQL, and Angular.
* Completed an AWS Module to learn the fundamentals of Containers, EC2, S3, Lambda, Cloud Watch, Storage and Security.
* Underwent intense testing during and after the training using an AI proctored assessment tool.

## **Education**

**University of North Carolina**

Bachelor of Science in Computer Science, 2022

**Asheville-Buncombe Technical Community College**

Associate in Science (A.S), 2020

## **Projects**

**Nonograms**

* Puzzle game with a GUI created using Java and JavaFX. Follows an MVC design pattern for rendering the interface while listening and responding to user actions.
* CSS was used for decorating the interface.

**MIPS Wizard Project**

* A simple MIPS assembly game based off Plants Vs. Zombies but with many differences, created for a course-wide project that involved recreating a MIPS CPU in SystemVerilog which was implemented in an FPGA.
* Audio, display, keyboard, and accelerometer functionalities were also implemented in separate modules using SystemVerilog.
* It featured using memory mappers that allowed to control and access these devices using load and store instructions.

**Scourge of the Seven Seas (**<https://github.com/jdmar3-comp426/a99-apirates>**)**

* Web-based game made with three other colleagues using JavaScript, CSS, HTML, and NPM modules such as Express, better-sqlite3, md5, and CORS.
* I was responsible for setting up part of the back end, with an SQLite embedded database to store user data, and establishing user creation, authentication, and account update capabilities.
* This involved setting up a RESTful API using Express with multiple end points to communicate between the database and the front end to store, update and retrieve user data. MD5 was used for encrypting user passwords.

## **Certification**

**GenSpark Java Full Stack Certification** – In Progress

**July 2023 (Expected Completion)**