

# Maria Fernanda Garcia

## Software Engineer

### PROJECTS

#### **Taskana** (Rails, React.js/Redux, PostgreSQL, JavaScript)

Live - Repo

*A single page web app to seamlessly simulate the to-do app Asana*

- Optimized SQL queries to improve the application's loading speed.
- Implemented Rails polymorphic associations to allow database scaling.
- Employed DRY coding techniques to improve code readability and maintainability.

#### **BeatSequencer** (JavaScript, Tone.js, HTML5, CSS)

Live - Repo

*A JavaScript Audio Sequencer built with Tone.js*

- Created the sequencer employing Object Oriented Programing's encapsulation properties.
- Manipulated the DOM through native JavaScript, without using any libraries.
- Utilized Tone.js API to play sounds when the notes on the board are pressed.
- Built with clean and intuitive User Interface to create a seamless user experience.

#### **Memory Game** (Ruby)

Live - Repo

*A game where you have to match all the cards to win*

- Manipulated the DOM through JavaScript
- Relied on Event Listeners to determine the user's interaction with the deck.

#### **LazyRecord** (Ruby)

Repo

*A ORM inspired by ActiveRecord of Ruby on Rails*

- Applied Ruby and SQL metaprogramming to simplify database queries
- Supported by single and multiple step associations by executing object-relational mapping.

### WORK EXPERIENCE

#### **Head of User Experience, New Land Entertainment** (August 2017 - May 2018)

- Oversaw the interview of potential users to validate the project idea.
- Analyzed data to determine the user's pain points and how to solve them.
- Brainstormed the app's potential features with the New Land team.
- Solely responsible for the design of the app flow, based on user feedback.
- Transcribed the app screens from concept to reality using Sketch.

#### **User Experience Intern, PressXpress** (May - August 2017)

- Performed a heuristic evaluation of the company's website.
- Developed a survey to determine the customers' opinion of the service.
- Investigated the company's main competitors, and created user flow for their apps.
- Documented the company's app user flow, and created a prototype of it using InVision.
- Performed usability tests of the app. Its findings were implemented in the new iteration.

### EDUCATION

#### **App Academy**

(August - December 2018)

**Course:** Full Stack Developer

**Description:** 3 month intensive Full-Stack engineering curriculum  
Emphasis on RESTful API, OOP, TDD, Data Structures, and latest technologies

#### **Barnard College of Columbia University**

(August 2014 - May 2018)

**Degree:** Bachelor of Arts

**Major:** Psychology

**Minor:** Chemistry

**GPA:** 3.33

**Relevant coursework:** Humans and Machines, Decision Architecture, Thinking and Decision Making, Attention and Perception, Coding for the Sciences.

#### **Udacity**

(February 2019 - May 2019)

**Degree:** Front-End Web Developer Nanodegree

**Relevant skills:** JavaScript & the DOM, Web Accessibility, Object-Oriented JavaScript  
Testing in JavaScript, Front-End Applications

### PORTFOLIO

mafegarcia.io

### CONTACT

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### SKILLS AND INTERESTS

#### **Languages**

Ruby  
JavaScript ES6  
HTML5  
CSS

#### **Database**

SQL  
PostgreSQL  
MySQL  
SQLite

#### **Technologies**

React  
jQuery  
Ruby on rails  
Heroku  
Flux (Redux)  
AJAX  
Git

#### **Interests**

Snowboarding, Salsa Dancing

#### **Books**

"Don't Make me Think" by Steve Krug

"Thinking Fast and Slow" by Daniel Kahneman

"The User Experience Team of One" by Leah Buley

#### **Design Tools**

Sketch, InVision

### RELEVANT CERTIFICATIONS

#### **Web Design for Everybody**

by the University of Michigan

(February 2017)

LICENSE: 4VCUS62RT2TH

#### **UX Certification**

by Nielsen Norman Group

(October 2017)

LICENSE: UXC#1019758

**COURSES:** Information Architecture  
Human Mind and Usability  
User Interface Principles  
Personas  
Usability Testing