NICOLAS HOWE GARCIA

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SUMMARY

A newly graduated student seeking a collaborative environment where my technical skills and creative skills can flow. Thrives in fast-paced cooperative environments where the team is more important than the individual. Dreaming of harnessing the artistic value of interactive media and games to create amazing experiences. Passion for optimized code, interactive design and building things I can be proud of.

SKILLS

C, Python, Django, Flask, C#, .NET, Java, JavaScript, TypeScript, Angular, HTML, CSS, SQL, Mongo

EDUCATION

New York University, New York, NY • Bachelor's in Computer Science • 09/2015 to 12/2018
Notable Coursework: Data Structures, Basic Algorithms, Computer Systems Organization, Parallel Computing, Large Scale Web Applications, Computer Vision, Computer Graphics, Linear Algebra

EXPERIENCE

Equipment Room Associate • 10/2018 to 02/2019 • **NYU Athletics** • New York, NY

- Maintains an organized equipment room while interacting with student athletes and ensure they have a smooth experience with the athletic facility. Manages excel log book for equipment pieces.
- Demonstrates exemplary reliability and work ethic. Volunteers to cover shifts for colleagues regularly. Seeks out what needs to be done and takes initiative to complete those tasks.
- Demonstrated leadership skills to colleagues and attempted to lead by example. Recommended for supervisor position despite short time with the team.

Full Stack Developer • 07/2017 to 01/2018 • **NYU IT** • New York, NY

- Collaborated with the Student Technology team to create applications used by the NYU community.
- Was project lead on NYU Occupancy a tracker for popular study locations on campus. The application was built as a node express app with a mongo database, HTML5, CSS3, and templating done through handlebars.js. Tracking was done with devices from density.io, with data pulled using API calls.
- Team employed agile methodologies and workflow tools, with week long sprints and weekly meetings with the rest of the team to discuss projects, how team members were being blocked and suggestions of how to solve those problems from the rest of the team. Environment was open and collaborative.

Instructor • 12/2015 to 12/2016 • **CodeAdvantage** • New York, NY

- Traveled to various schools and community centers throughout the city to teach elementary and middle school aged children coding and game design skills.
- Cooperated with a partner, developing a curriculum that would best help students learn programming concepts and paradigms. The students would develop simple games as well as Minecraft mods.