

Gibran Garcia

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github.com/owlsketch
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EDUCATION

Rutgers University,
New Brunswick, NJ
2013 – 2017
B.S. in Computer Science

SKILLS

Front-End:

- HTML/CSS
- JavaScript/React
- Three.js/A-Frame
- Webpack

Back-End:

- Node
- Express
- MongoDB

Programming:

- C/C++
- Java
- JavaScript
- Python

Software:

- Git/GitHub
- Vim
- Illustrator

Language:

- Spanish (Fluent)

WORK EXPERIENCE

Founder, Lead Developer

Laika Gallery, New Brunswick
August 2018 - Present

- Working on a web application that allows artists to build interactive and immersive art galleries of their work.
- Designing an interface that is accessible for both desktop and mobile users that relies solely on browser-supported technology to function.
- Built using Node.js, Express, MongoDB, React, and Three.js while making use of a REST API architecture for data fetching.

Software Engineer

Game Research and Immersive Design, Piscataway
June 2015 – August 2016, July 2017 – August 2018

- Invent and develop projects using tools from the Makerspace in order to promote the location to students.
- Built an 'Internet of Things' LED grid and its accompanying software.
- Worked alongside Mozilla's IoT team on integrating our custom hardware to their Web of Things project.

UX/UI Engineering Intern

Authorea, Brooklyn, New York
August 2016 – December 2016

- Increased sign up referrals by 600% through component renovations.
- Worked on the front-end implementation for the creation of Digital Object Identifiers for research articles.
- Improved the platform's user experience, interfaces, and interactions using Ruby on Rails, JavaScript, and React.

PROJECTS

Pixel Wall

owlsketch.com/projects/pixel

- Built an LED grid controlled through socket.io on the web.
- Designed and implemented the web interface for the grid.

Pop World

rutgersmakerspace.github.io/PopWorld/

- Developed an interactive photosphere demo to celebrate the 250th anniversary of Rutgers University.
- Designed a navigation system without the use of click/touch controls.