

Gibran Garcia

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github.com/owlsketch
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EDUCATION

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

SKILLS

Web Development:
HTML5, CSS3,
JavaScript, Three.js,
Phaser.io, Node.js, Socket.io

Programming Languages:
C, C++, Python

Software:
Vim, Unity, Blender,
Illustrator, Photoshop

Language:
Spanish (Fluent),
French (Intermediate)

PROJECTS

The Gallery

owlsketch.com/the-gallery

A dynamic and interactive 3D art gallery made with Three.js, Node.js, JavaScript, and Python for HackNY Fall 2014 at New York University.

HackIt Bookmarklet

owlsketch.com/hackit_bookmarklet

A bookmarklet game that is playable on any website. Made with JavaScript for HackNY Spring 2015 at Columbia University.

WORK

Software Programmer

Game Research and Immersive Design, Rutgers University
June 2015 – Present

Research, plan, and create programs dealing with methods of study that can be simulated through gaming, which are personally requested by professors to aid their research or teaching. Developed a game on stochastic events, in order to study network protection, with Phaser.io and Node.js. Worked on an immersive 3D simulation of electromyogram and nerve conduction studies using Unity and scripting in C#.

IT Helpdesk

School of Communication and Information, Rutgers University
February 2015 – August 2015

Offered the first point of contact for faculty and staff about software and hardware issues. Installed and deployed new computers requested by professors.

LEADERSHIP EXPERIENCE

Co-President of Rutgers MakerSpace

Fall 2015 – Present

Help initiate and run educational events that teach members how to create a variety of projects dealing with 3D printing, laser cutting, and microcontrollers.

Webmaster of Rutgers Institute of Electrical and Electronics Engineers

Fall 2014 – Spring 2015

Redesigned and updated the website for Rutgers IEEE with weekly events.