

# Gibran Garcia

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## EDUCATION

Rutgers University,  
New Brunswick, NJ  
2013 – 2017

B.S. in Computer Science

## SKILLS

### Front-End:

- HTML/CSS
- JavaScript/JQuery
- Webpack
- Babel
- Sass

### Back-End:

- Ruby on Rails
- Node.js
- Express
- Socket.io
- MongoDB

### Programming Languages:

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

### Software:

- Git/GitHub
- Vim/Nano
- Lightroom
- Photoshop
- Illustrator

### Language:

- Spanish (Fluent)
- French (Intermediate)

## WORK EXPERIENCE

### Software Engineer

Game Research and Immersive Design, Rutgers University

July 2017 – Present

- Invent and develop projects using tools from the Makerspace in order to promote the location to students.
- Created an 'Internet of Things' LED wall and its 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 from users 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, React, and HTML.

### Software Programmer

Game Research and Immersive Design, Rutgers University

June 2015 – August 2016

- Created programs, used in research and education, dealing with methods of study that can be simulated through gaming.
- Developed a game on stochastic events, in order to study network protection, with Phaser.io, Node.js, and Socket.io.
- Worked on a 3D simulation of electromyogram and nerve conduction studies using Unity and scripting in C#.

## PROJECTS

### Pixel Wall

owlsketch.com/projects/pixel

- An LED wall controlled through the internet with the use of sockets.

### The Gallery

owlsketch.com/projects/gallery

- An interactive 3D art gallery made using Three.js for HackNY at New York University.

## LEADERSHIP EXPERIENCE

### Co-President

Rutgers Makerspace

September 2015 – December 2015

- Initiated and ran educational workshops that aimed to teach members skills associated with 3D printing, laser cutting, and microcontrollers.
- Coordinated the organization of events amongst all participants.