Gibran Garcia

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github.com/owlsketch
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EDUCATION

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

SKILLS

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

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.

File Twist

owlsketch.com/file_twist

- A web application made with JavaScript that allows users to upload content in order to conceptualize their interrelation.

WORK EXPERIENCE

Software Programmer

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

- Create 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#.

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

Rutgers MakerSpace
September 2015 – Present

- Initiate and run educational workshops that aim to teach members skills associated with 3D printing, laser cutting, and microcontrollers.
- Coordinate the organization of events amongst all active participating members.

Webmaster

Rutgers Institute of Electrical and Electronics Engineers
September 2014 – May 2015

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