

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/React
- Webpack
- Three.js

Back-End

- Node.js
- Express
- Mongoose
- MongoDB

Software

- Git/GitHub
- Unity
- Blender
- Substance Designer
- Photoshop
- Illustrator

Language

- Spanish (Fluent)

WORK EXPERIENCE

Full Stack Developer

Laika Gallery, New Brunswick
August 2018 – Present

- Developed a responsive cross-platform web application that allows clients to create interactive and immersive art galleries.
- Designed and implemented an interface that allows for seamless editing of images, forms, and a 3D space rendered using Three.js.
- Modularized resource management by creating a REST API to access MongoDB documents on the server.

Oculus VR Developer

Across La Tierra, Open Society Foundations, New York
January 2020 – January 2021

- Developed a VR application with Unity and their XR plug-in framework in order to push the limits of interactive storytelling.
- Prioritized memory management in order to support 360 videos and large-scale 3D scenes within the Quest's limited hardware.
- Worked with a remote team spread across various countries by using Zoom, GitHub, and Git LFS.

UX/UI Engineering Intern

Authorea, Brooklyn, New York
August 2016 – December 2016

- Improved the platform's user experience, user interactions, and interfaces as guided by the lead designer.
- Increased sign-up referrals by 600% through component renovations.
- Helped migrate existing front-end interfaces to React.

Software Engineer

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

- Built an interactive LED grid by leveraging the Firmata protocol to allow communication with the host computer.
- Developed a web app that allowed communication between multiple clients and a Raspberry Pi via WebSockets.
- Worked alongside Mozilla's IoT team on integrating our custom hardware to their Web of Things project.