Alexander Garcia

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Education

California State University, San Marcos

Bachelor of Science, Software Engineering
Expected Graduation May 2022
GPA 3.62

Coursework:
Computer Science I (CS 111),
Computer Science II (CS 211),
Calculus with Applications I (MATH 160)

Activities and Leadership

Developer Student Club CSUSM

- Selected by Google as 1 of 124 leads from North America to develop a thriving community of student developers.
- Built a team of student developers who are highly skilled in the latest tech ranging from front-end, back-end, and mobile app development.
- Recognized as DSC CSUSM under the Developer Student Clubs initiative by Google Developers.

IEEE Student Branch at CSUSM

- Active member and currently serving as Secretary for the organization.

Honors and Awards

- AWS Chatbot Challenge 2019 (3rd Place)
- CSUSM Dean's List for Spring 2019 (4.0 GPA)
- SoCal Cyber Cup Challenge 2018 Varsity Division (2nd Place)

Experience and Projects

DSC Webmaster
Developer Student Club CSUSM
AUG 2019 - PRESENT

- Designed and developed the club's static website utilizing **HTML**, **CSS**, and **JavaScript** for the front-end and **Python** for the back-end.
- Monitored, analyzed, and optimized the site's performance in order to increase the number of visitors. This optimization led to a decrease in page load times by 20 percent.
- Made the website's codebase readily available to all the student leaders of Google's Developer Student Clubs program.

Full Stack Developer
Raccoon
AUG 2019 - PRESENT

- Designed navigation, user flows, screens, and controls. Created interactive prototypes and conducted usability testing to identify design patterns and produce style guide.
- Utilized Python's Selenium API to automate the process of reserving a room at CSUSM.
- Transitioning from the Python script to dynamic website that uses the **Django** framework.

Google CSSIx Teaching Assistant
California State University San Marcos
JUL 2019 - AUG 2019

- Assisted the lead instructor in teaching college freshman **HTML**, **CSS**, **JavaScript**, **Python**, **Git**, and the **Google App Engine**.
- Taught mob programming to encourage collaboration in teamwork and communication.

Lead Software Developer
T - Zero
JAN 2019 - PRESENT

- Developing a modern and intuitive spaceflight tracker app for Android with **Java**.
- Integrated the Launch Library API to retrieve real-time spaceflight data.
- Designed the UX/UI by adopting Material Design principles in order to enhance the user experience.
- Implemented a Kanban system in order to help the team scale down the amount of work in progress.