

AG

Software
Engineer

Alexander Garza

Eager & motivated Software Engineer seeking to apply and further my knowledge in Computer Science.

Cell Phone

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E-mail

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LinkedIn

linkedin.com/in/
alexggarza

Clubs

- Video Game Dev Club
- IEEE
- CSES

Hobbies

- Developing and playing games
- Working on cars
- Photography
- Family/friend time

SOFTWARE ENGINEERING EXPERIENCE

- Google • Software Engineering Intern** Summer 2021
- Refactored data processing pipelines to be more secure and resilient to external errors
 - Designed and constructed a robust throttling system to prevent overloading external servers
 - Implemented a Java backend server to securely process and propagate internal requests
- Game Development • Contract Killer** 2021
- Programmer and developer in a team of four developers for our action fighting game
 - Led development for game systems such as networking, enemy AI, and combat
 - Self marketed and launching to the Steam game platform in Fall 2021
- Advanced Software Engineering Class Project • Cloud 9 Leaderboard** Spring 2020
- Launched an extension that aids in remote development to the VSCode marketplace
 - Collaborated in a 13 person team, leading the QA development for our extension
- Software Engineering Class Project • Walk Walk Revolution** Winter 2020
- In a team of 3, built an Android app that records time and distance for users taking walks
 - Utilized Google Firebase and other APIs while practicing Agile software development

EDUCATION

University of California, San Diego

- Master's in Computer Science September 2021 – **June 2022**
Bachelor's in Computer Science • Cognitive Science Minor September 2018 – June 2021
Graduated **Magna Cum Laude • 3.93 GPA**

RELEVANT COURSEWORK

- Software System Design & Implementation, Principles of Computer Operating Systems
- Computer Networks, Compiler Construction, Advanced Software Engineering
- Intro to Computer Security, Advanced Data Structures, Design & Analysis of Algorithms

SKILLS

- Proficient in several coding languages: Java, C++, C#, C, Python and JavaScript
- Experienced with tools and environments for coding; IDE's, Github, Unix, Unity, JUnit, Travis CI, Basecamp, Android Studio, Google Firebase, Trello, Slack, and Docker

OTHER EXPERIENCE

- UCSD CSE Project Mentor • Summer Program for Incoming Students** Summer 2020
- Tutored incoming UCSD students in a breadth of computer science topics
 - Designed and lead a lab to teach students how to build games with PyGames
- Club Officer • Video Game Development Club** 2021
- Made executive decisions to bolster the video game development community at UCSD
 - Led student projects and mentored members in game programming and design