

Nicole B. Garcia

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EDUCATION

University of California, Riverside

Bachelor of Science in Computer Engineering

Riverside, CA

July 2018 - June 2023

WORK EXPERIENCE

Internet Brands

El Segundo, CA

Software Development Engineer in Test

June 2022 - July 2023

- Utilized Selenium and Robot Framework to streamline the creation/updating of TestRail automation test cases for staging and production environments, achieving a 5% decrease in test case errors.
- Tested Jira bug tickets by utilizing IB's cloud SQL databases + CockroachDB and RESTful API's with Postman, increasing ticket completion by 8% on the team.
- Aided in regression test planning for new releases and ran automated regression test cases with Jenkins.
- Collaborated in an agile manner for all sprints with the team leading to quick and consistent Jira ticket turnarounds.

California Education Learning Lab/XCITE

Riverside, CA

Undergraduate Research/Media Developer Student Assistant

April 2019 - June 2023

- Co-lead the development of software for a \$1,000,000 grant project to enhance student success via custom built active adaptive learning software.
- Developed Articulate Storyline e-learning courses with javascript to support adaptive learning pathways.
- Used Plotly's Dash and data analysis with Python to produce course analytics from database queries.
- Spearheaded project workflow, leading to a successful deployment of e-learning modules.

PROJECTS

CommuterCalc | React.js, Mapbox API, Fuel Economy API, HTML/CSS

October 2023

- Developed a React-based web application integrating the FuelEconomy.gov API and Mapbox API, offering route details to desired locations, real-time data, and user-friendly design.
- Implemented features for time estimation, CO2 emissions, and gas used, promoting eco-friendly and cost-effective commuting choices.
- Leveraged async promises for data retrieval, providing users with accurate and up-to-date information.

Autonomous RC Car | Python, C++, Bash Scripting, OpenCV, Arduino Uno, Pi 4

May 2023

- Lead group project to create our own autonomous control system in Python and C++ with OpenCV.
- Designed a custom TCP parser for commands, serial communication between a Raspberry Pi 4B and Arduino Uno, and external processing of live video feed in a linux environment.
- Created schematics, assembled components and assessed battery needs for power of control systems.

Flying Samurai (Javascript game) | JavaScript, HTML, CSS

May 2023

- Game development project meant to apply game design principles and mechanics/physics.
- Development was done using JavaScript and HTML/CSS and deployed using Vercel hosting.
- Completion of player movement and spawning of sprites in this fighting style HTML canvas game.

CAMPUS INVOLVEMENT

Rose Hack 2023

Riverside, CA

Co-Sponsorship Lead

June 2022 - February 2023

- A volunteer position to help source funds for the Inland Empire's first women centric hackathon at UCR.
- Established new connections with outreach and created detailed documentation of funding and allocation.
- Co-organized event details, managed event workshops, and dealt with hacker's questions.

TECHNICAL SKILLS

Languages: C/C++, JavaScript, TypeScript, Python, MATLAB, HTML5, CSS, SQL

Tools: Github, Postman, TestRail, Jira, OpenCV, Pandas, Plotly, NumPy, Matplotlib, Jupyter Notebooks, Selenium

Frameworks/Databases: React.js, Robot Framework, Dash, MongoDB, CockroachDB