

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

Andea

Manufacturing Execution System Consultant (Software Engineer)

Brea, CA

January 2024 - Present

- Engineered responsive and scalable front-end interfaces using HTML, JavaScript, CSS, and jQuery, improving overall UX.
- Created SQL queries to streamline data retrieval for manufacturing workflows.
- Integrated systems by working with data serialization and APIs, utilizing JSON, XML, and SOAPUI for seamless data exchange.
- Provided ongoing maintenance, end-user support, and training to ensure client satisfaction and system efficiency.
- Collaborated with cross-functional teams to gather requirements and deliver tailored MES solutions aligned with client needs.
- Configured and implemented custom solutions using the DELMIA Apriso MES system to optimize production, logistics, and quality management processes.

Internet Brands

Software Development Engineer in Test

El Segundo, CA

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.

PROJECTS

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

- Developed a JavaScript-based game using HTML Canvas, implementing physics-based movement and collision detection.
- Deployed using Vercel hosting.
- Completion of player movement and spawning of sprites in this fighting style HTML canvas game.

CAMPUS INVOLVEMENT

Rose Hack 2023

Co-Sponsorship Lead

Riverside, CA

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/Libraries: Github, Postman, TestRail, Jira, OpenCV, Pandas, Plotly, NumPy, Jquery, Matplotlib, Selenium

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