Dominic Garcia

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Summary

Software Engineer who created revenue-driving features in an education technology company. Created a design system and led the frontend development of an e-commerce store. Thrives on communication, collaboration, and creating seamless user experiences.

Technical Skills

JavaScript, React.js, Golang, Material UI, GraphQL, Typescript, HTML/CSS, Git, Express, Redux, Storybook
UX/UI: Figma, Miro, Adobe Photoshop, Otter.ai, Adobe XD, InVision, GIMP

Relevant Experience

Software Engineer   June 2022 - Present
Clever   San Francisco, CA
Software engineer who developed the Google Bundle workflow in the Clever App Store and lead the multiyear purchases project. Introduced key features in the Clever app store's purchasing flow. Created a modular wizard component for the new design system.

Key Accomplishments:
• E2E development of the Google bundle workflow
• Became tech lead for the multiyear purchase project in the Clever App Store
• Refactored and built components to improve purchasing flow during checkout
• Built and tested API endpoints for various internal microservices

Frontend Developer   June 2018 - August 2021
Strand Book Store   New York, NY
Sole frontend developer who built and managed the entire frontend of Strand Book Store's e-commerce website. Communicated with all departments concerning all online processes.

Key Accomplishments:
• Designed, built, tested and maintained all frontend components of https://www.strandbooks.com
• Created the design system and style guide for the e-commerce website
• Created high fidelity prototypes and conducted internal user tests for all client-facing features
• 177% increase in sales per unique visitor in a year (as of February 2021)
• Integrated SEO technologies to identify and track key drivers of revenue on the website

Additional Experience

Freelance Writer   November 2017 - June 2018
Palate   New York, NY
• Wrote profiles of NYC restaurateurs and their businesses (http://palateconnect.com/stories/)

Staff Accountant   January 2014 - May 2017
American Technion Society   New York, NY
• Implemented the first automated T & E System across the entire organization

Projects

Clever | https://clever.com   August 2023
Tech lead for Dewey 3.0 Wizard Component
• Developed a modular wizard component for the Clever organization
• Created the tech spec, built all main components while following atomic design principles

- Included unit and E2E testing
- Created storybook documentation to showcase different use cases of the component
- Collaborated and communicated with product and design
- Role: Tech lead and software engineer | Team: 1 | Tools/languages used: Typescript, React Testing Library, Cypress, Storybook, Jest

Clever | https://clever.com/   October 2022
Tech lead for the multiyear purchasing of the Clever App Store; E2E development
- Created the tech spec, updated the backend models and related endpoints to support the multiyear feature
- Updated frontend components, wrote documentation, and led communications with the PM and EM
- Role: Tech lead and software engineer | Team: 2 | Tools/languages used: Typescript, Golang, Swagger

TIDEFF | https://www.tidefilmfestival.org/   October 2021 - November 2021
Optimized the website by applying UI principles and created pages for the festival's film selections
- Created dynamic pages for film selections, redesigned the navbar, and optimized the mobile experience
- Role: Web and UX Designer | Tools/languages used: HTML/CSS, Wix, Javascript

Strand Book Store | https://linky.design/strand-taxonomy   June 2021 - July 2021
Updated the information architecture for book sections and redesigned the navigation components
- Created mockups, high fidelity prototypes, and developed Strand Book Store's taxonomy navigation
- Role: Frontend Developer and UX Designer | Tools/Languages used: Figma, ReactJS, Material UI, GraphQL

Muse | https://dominicrossgarcia.com/projects/muse   August 2021 - August 2021
Designed a social music app using UX principles and the design thinking process
- Conducted research interviews, designed mockups, and created prototypes for the mobile app
- Role: UX Designer | Tools/Languages used: Figma, InVision, Zoom, Otter.ai, Miro

Education

Columbia Engineering UX/UI Boot Camp	August 2021
24-week UX/UI Intensive Boot Camp Certificate	New York, NY
Fullstack Academy of Code	October 2017
17-week Software Engineering Immersive	New York, NY
French institute Alliance Française	February 2017
Diplôme d'Etudes en Langue Française (DELF) B2	New York, NY
University of the Philippines Diliman	April 2011
School of Economics - Bachelor of Science in Business Economics	Manila, Philippines