Dylan J.C. Garcia

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EDUCATION

Texas A&M University

Graduating December 2024

College Station, Texas

BS in Engineering, Technology Management Minoring in Business & Cybersecurity

• Current member of the 2023 Student Cluster Competition team for High Performance Computing. Utilizing Chameleon Cloud (similar to AWS) for projects.

Former resident of the Engineering Community of Scholars.

WORK EXPERIENCE

Apple Inc.

July - November 2023

Cupertino, California

- Lab Engineer Intern
 - Maintaining and expanding devices for software test.
 - Writing and maintaining Python scripts.
 - Configuring networking and lab infrastructure.
 - Communicating with QA teams to triage and fix issues in testing.
 - Developed a prototype tool in Swift that utilizes cURL, SSH, and SwiftUI to manage internal databases and provide additional functionality in an efficient and user friendly manner.
 - Significantly faster than current systems with additional functionality.

Apple Inc.

March 2022 - Present

Technical Advisor

Remote

- Provided customer support for software and hardware issues, acting as the first point of contact for Apple product users.
- Leveraged problem-solving skills to provide step-by-step resolutions for customer issues.

Fry's Electronics

February 2019 - August 2019

Electronic Components Salesman

Austin. Texas

- Educated customers and advised potential buyers on purchase decisions regarding computer parts, networking equipment, and other electronic components.
- Helped customers do system builds and upgrade their small business infrastructure.

PROJECTS

<u>DalleMC – DALLE in Minecraft!</u>

May 2023

- Goal was to implement OpenAl's DALLE2 image generation API in Minecraft and generate AI images as Minecraft blocks in the server.
- Used Java to create a plugin using SpigotMC and Python to call the OpenAl API.
- Server collects prompts votes, calls the API, downloads the produced image as a PNG, then uses a modified version of the Pixelator project to generate the image as blocks in the server.

Macro Assist – Basic Macro Automation

May 2019

• Wrote an app using Java/JavaFX that allowed for programmable macros that could be toggled and hotkey activated.

El Localizador – Rudimentary Maps Tool

December 2018

- Goal was to create a basic maps application that would allow for rating, searching by category, sorting, and commenting given coordinates, radius, and a list of locations.
- Learned about data structures, inheritance, interfaces, and sorting algorithms.
- Created using Java/Java Swing and used an IP address geolocation API for coordinates.

SKILLS

Java, Python, Linux, Docker, Git, Swift, Bash, MySQL, Networking, System Admin., QA