

# Garrick Fernandez

[garrick@cs.stanford.edu](mailto:garrick@cs.stanford.edu) • +1 (708) 465-8762 • [github.com/garrickf](https://github.com/garrickf) • [garrickfernandez.com](https://garrickfernandez.com)

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## EDUCATION

**Stanford University**, Stanford, CA *Sept. 2015 – present*  
Bachelor of Science in Computer Science (Human-Computer Interaction)  
Master of Science in Computer Science (Artificial Intelligence), Expected Dec. 2020

- **GPA:** 3.8 (Undergrad), 3.9 (Grad)
- **Coursework:** Object-oriented systems design and Android, full-stack web applications, probabilistic models for decision making under uncertainty, operating systems design and implementation, deep ML

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## EXPERIENCE

**Stanford Department of Computer Science**, Stanford, CA

Head Teaching Assistant, CS106X: Programming Abstractions in C++ (Accelerated) *Sep. 2019 – present*

- Interface directly with professor to run course infrastructure and debrief section leaders on class logistics/material for advanced-level introductory CS class

Course Assistant, CS110: Principles of Computer Systems *Jan. 2019 – Sep. 2019*

- Held weekly labs of 15–20 students to review systems concepts and walk through practice problems
- Graded exams, gave style feedback on assignments, held office hours, and managed course forum

CS198 Section Leader *Jan. 2017 – Mar. 2019*

- Taught weekly sections of 10–18 students in introductory computer science courses covering Java, JavaScript, and C++; mentor students one-on-one, held office hours, and graded exams
- Trained small group of new section leaders as a senior section leading project; also volunteered to hold review sessions, facilitate online help hours, and help pilot a new course in JavaScript

**Intuit**, Mountain View, CA

Software Engineering Intern *Jun. 2019 – Sep. 2019*

- Researched and initiated projects for improving frontend performance: laid groundwork for move to new build system, removed extraneous dependencies, and rewrote analytics utilities, resulting in improved code health and 16% bundle size reduction for team's own React plugin
- Added functionality to Java API for manipulating merchant accounts and associated metadata

Software Engineering Intern *Jun. 2018 – Sep. 2018*

- Deployed new user flow to ease pain points in payments platform onboarding. Designed elements in Sketch, implemented in React; changes expected to lift user signups by 5%

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## PROJECTS

**Generating Screen Printed Art with GANs** *Jun. 2019*

- Final project for CS229A: Applied Machine Learning. Using PyTorch, trained deep convolutional generative adversarial network (DCGAN) on set of web-scraped pop art images and screen printed the results

**Stanford Chatbot Study** *Jan. 2018 – Jun. 2018*

- As research assistant for Stanford's Dept. of Communication, worked with Ph.D. candidate and built + deployed Facebook Messenger chatbot using Python, Flask, Heroku to investigate gender dynamics in human-computer interaction
- Awarded VPUE Research Grant to travel to ICA Conference in Prague to present preliminary research

**Ray-Traced Image** *Dec. 2017*

- Created C++ OpenGL homage to Holbein's *The Ambassadors*, implemented depth-of-field and multi-threading for 40% increase in render speed

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## ABOUT ME

**Went to:** Out for Undergrad (O4U) Tech Conference (2018, 2017); **Volunteered at:** TreeHacks (2016)

**Programming Languages:** JavaScript, Java, Python, C++, HTML/CSS, C

**Ask me about:** Stanford's graphic design scene, managing a foodservice kitchen, modeling museums, my band