

GRIFFIN GIORDA

COMPUTER SCIENCE EDUCATOR AND SOFTWARE ENGINEER

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Objective	Computer Science graduate and Texas Computer Science 8–12 certification candidate seeking an educator role where I can combine technical experience in programming, web development, cloud systems, and software engineering with strong communication skills to help students build practical computing knowledge.
Skills & abilities	Technical and Coding Skills C C++ Python Java C# JavaScript PHP SQL HTML CSS React Systems, Cloud, and Software Engineering Linux Bash cron automation AWS Docker Nginx MySQL API development OOP data structures algorithms UML Selenium Jira Development Tools VS Code Eclipse Android Studio MySQL Workbench WSL Ubuntu
Experience	J.W. MARRIOTT SAN ANTONIO HILL COUNTRY RESORT & SPA Guest Services August 2010 - May 2011 • Provided high-level guest service in a large resort environment by assisting with luggage, transportation, directions, and guest requests. • Communicated with guests from a wide range of backgrounds and adapted service to individual needs and situations. SOUTHERN GLAZER'S WINE AND SPIRITS DISTRIBUTION Sales Consultant January 2012 - May 2021 • Managed long-term retail account relationships and presented product information and recommendations to clients with different needs and levels of product knowledge. • Adapted communication to different audiences while coordinating with sales assistants, account personnel, and management to meet goals and resolve client needs.
Education	UNIVERSITY OF TEXAS AT SAN ANTONIO San Antonio, Texas B.S. in Computer Science GPA 3.41 Texas Computer Science 8-12 Certification Candidate iteachTEXAS Completing Statement of Eligibility requirements
Academic Projects	Frontend Web Design Project January - May 2025 JavaScript React Web Development Linux Ubuntu AWS Docker • Collaborated on a functional e-commerce application using JavaScript and React, developing interactive front-end components and debugging application behavior. • Applied component-based design and team development practices to connect core programming concepts to a working user-facing application. Demo: youtu.be/gMXmAnHSbK8 Game Development Demo Project January - May 2025 Unity Game Development Demo Unity C# Object-Oriented Programming Blender • Developed an interactive Unity game demo in C#, implementing game logic, object behavior, user interaction, and event-driven programming. • Applied object-oriented programming to organize reusable game components and behaviors. • Designed and built animatable 3d assets used in the demo, along with the visual effects. Demo: youtu.be/2VoB-xjpknl Enterprise Resource Planning (ERP) API Project August – December 2025 PHP MySQL Linux Nginx AWS API Development • Designed a full-stack document-management application hosted on an AWS Linux server, using PHP, MySQL, and Nginx. • Built an API workflow to receive scheduled document batches from a simulated banking system, store records, and query operational data. • Created a web dashboard for management-level statistics and applied Linux administration, scripting, logging, testing, and debugging. Project: Live AWS-hosted dashboard