

VICTOR GARCIA (HE/HIM)

Los Angeles, CA 91342 • (818) 401-6577 • vhg@ucsb.edu • [LinkedIn](#) • [Portfolio](#)

PROFESSIONAL SUMMARY

Passionate and technically skilled computer engineering student at UCSB with a strong focus on 3D computer graphics, programming, and robotics. Worked on self-made projects and in teams to create mobile apps, desktop programs, Arduino robots, video games, and websites.

EDUCATION

The University of California, Santa Barbara (UCSB)
Bachelor of Science (B.S.) in Computer Engineering
GPA: 3.87 / 4.0

Santa Barbara | Goleta, CA
Expected: June 2025

PERSONAL PROJECTS

Programmer/Designer Drawings to Music App April 2022-May 2022

- Designed and programmed a painting application that turns the user's drawings into musical pitches in C# using the Unity game engine.
- Gained experience in designing Audio systems in programs and incorporating them into visual aspects for a unique and creative user experience

Programmer/Designer Space Man Video Game June 2021-August 2021

- Designed and developed a player controller to be deployed in a space-themed video game that incorporates zero-g physics using the Unity game engine. Modeled 3D character assets in Zbrush. UV mapped, textured, rigged, and animated in Blender. Programmed player controller, effects, and animation in C#
- Learned essential knowledge and intuition in game development as well as incorporating 3D Graphics into interactive settings

EXPERIENCE

Graphic Designer / Web Developer, LuluxxFrames, Los Angeles, CA March 2019-May 2022

- Collaborated with influencers to design and develop a retail website that receives over 10,000 orders monthly using Shopify and HTML
- Illustrated logos and graphic designs for merchandise in Adobe Photoshop and Illustrator
- Resolved conflicts and facilitated the introduction of new merchandise on their website by presenting new ideas and solutions to management and designers

Audio Visual Operator, University of California, Santa Barbara | Goleta, CA August 2021-January 2022

- Managed and operated audio and visual event equipment for large-scale, educational, and business-oriented conferences
- Gained communication skills and leadership working in fast pace tight-knit teams
- Provided troubleshooting techniques in integrating dozens of professional audio/video systems such as fixing network issues and audio and visual equipment failures

SKILLS & INTERESTS

Technical Excellence: C++, C#, Java, Arduino, Zbrush, Adobe software (Photoshop Illustrator), Excel

Language: Fluent in English and Spanish

Interests: Game development, computer graphics, 3D modeling, animation, computer vision

AWARDS AND RECOGNITIONS

Award for Publication, University of California, Santa Barbara | Goleta, CA January 2023

- Awarded by UCSB Writing Program Starting Lines in recognition of publication
- Published essay in the Twenty-first Edition of Starting Lines

Deans Honor Roll, University of California, Santa Barbara | Goleta, CA December 2021

- Awarded every semester by UCSB's college of engineering for Receiving a GPA greater than 3.75

UCSB MESA Scholarship, University of California, Santa Barbara | Goleta, CA March 2022

- Recognition for achievements in pursuit of academic opportunities provided by the UCSB MESA Program and HP