

Victor Garcia (He/Him)

11837 Hunnewell Ave • Los Angeles, CA 91342 • vhg@ucsb.edu • (818) 401-6577



www.linkedin.com/in/victor-garcia-java



<https://github.com/El-Beetor>

Professional Summary

Passionate and technically skilled computer engineering student at UCSB with a strong focus on 3D computer graphics, programming, and robotics.

Technical Projects

Video Game

Designed and developed a video game using the Unity game engine. 3D modeled assets in Zbrush. UV mapped, textured, rigged, and animated in Blender. Programmed player controller and effects in C#.

Robotic Piano Player

Constructed and assembled an Arduino-based robot to play piano using a motorized gimbal. Programmed in C++.

Experience

LuluxxFrames | Los Angeles, CA

Graphic Designer / Web Developer | March 2019 - May 2022

- Collaborated with influencers to design and develop a retail website
- Illustrated logos and graphic designs for merchandise in Adobe Photoshop and Illustrator
- Resolved conflicts and facilitated introduction of new merchandise in their website

University of California, Santa Barbara | Goleta, CA

Audio Visual Operator | August 2020 - January 2021

- Setup and Operated event equipment and handled any technical problems that arose
- Gained communication skills and leadership working in fast pace tight-knit teams
- Provided troubleshooting techniques in integrating professional audio/video systems

Education

University of California, Santa Barbara | Goleta, CA Expected Graduation: June 2025

B.S in Computer Engineering • GPA 3.85

Skills & Interests

Technical Excellence: Blender, Unity, Python, C++, C#, Java, Arduino, Zbrush, Adobe software

Language: Fluent in English and Spanish

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