

# VICTOR GARCIA (HE/HIM)

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## PROFESSIONAL SUMMARY

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Passionate and technically skilled computer engineering student at UCSB with a strong focus on software development, computer graphics, and 3D animation/gaming. Worked on self-made projects and in teams to create desktop programs that assist engineers, mobile apps that connect people, Arduino robots, video games, animations, and websites.

## EDUCATION

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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

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*Engineer/Designer* Piano Playing Robot April 2022 - May 2022

- Engineered and designed an Arduino-based piano-playing robot using solenoids and servos as inputs.
- Built and programmed the robot to play music, gaining experience in circuit design and layout, prototyping, and testing.
- Developed skills in problem-solving, troubleshooting, and project management while refining designs to meet high standards of excellence.

*Programmer/Designer* Space-themed 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

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*Engineer/Student Intern*, Crane Division, Naval Surface Warfare Center (NSWC Crane) | Crane, IN July 2023 – September 2023

- Created a Graphical User Interface using the C# (.NET Framework) for an ongoing government project used by Chief Engineers and technicians to control test equipment, run tests, and troubleshoot through an easy-to-use and aesthetically pleasing interface.
- Successfully Programmed and Developed a software interface for Key sight Oscilloscopes using Python to assist and streamline the transfer of images, files, and waveforms through LAN port
- Worked and communicated closely with Electrical, Mechanical, and Software engineers to understand their needs in the lab and ways to assist their work through automation.

*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.

## SKILLS & INTERESTS

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Programming Languages: Python, C++, C#, Java, Swift, Verilog, HTML/CSS

Software: Zbrush, Blender Adobe Suite, Excel, LTspice

Language: Fluent in English and Spanish

Interests: Computer Graphics, Software Development, Game Development, 3D modeling, Computer vision, Robotics

## AWARDS AND RECOGNITIONS

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*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.