

# Granger D. Pasko

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<https://grangerpasko.com>

## EDUCATION

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### University of California, Santa Cruz (UCSC)

Bachelor of Science in Computer Science

**Graduation:** June 2024

GPA: 3.6 – Dean's List

### Relevant Coursework

Data Structures & Algorithms, Computer Systems, Web Dev, Computer Graphics, Operating Systems, Computer Architecture, Computational Models, Functional Programming, Vector Calculus, Discrete Math

### Relevant Skills

Python, C/C++/C#, Java, JavaScript, HTML, Software Engineering, Machine Learning/AI, Multi-Threading, Game Design/Development, Databases, Firebase, GitHub, Web Scraping, CAD, Leadership, Assembly Code

## WORK EXPERIENCE

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### Game Development

**Santa Cruz/San Diego, CA**

#### *Green City Manager*

*June, 2021 – Present*

- Designed this 3D strategy game, alongside my development team, with the goal of educating players on sustainable infrastructure practices.
- Programmed the system of variable interactions involving currency, game specific values, and their effect on the game play and reflection in the user interface across various classes and game elements.

#### *Turtle Recon*

- Designed this educational 3D “rogue-like”, alongside my development team, with the goal of raising environmental awareness focusing on ocean health.
- Developed the player movement mechanics and functionality of the obstacle spawner and obstacles.

#### *Solo Development*

- Created a mobile “runner”, “idle” and a “top-down shooter” game in Unity 2D with original code and assets. These games have offline earnings, player saves, shop mechanics, and game element manipulation.

### UCSC Capstones & Other Projects

**Santa Cruz, CA**

#### *PacMan AI*

*March – December, 2023*

- Developed AI agents to play PacMan using Reflex, Minimax, and Q-learning.
- Served as a technical lead for defense agent in a capture-the-flag-style PacMan tournament.

#### *KVS Cache*

- Programmed a key-value store cache in C to analyze documents' word frequency using multithreading.

#### *Minecraft World*

- Created an interactive 3D Minecraft world with animations and lighting effects in JavaScript.

### Dairy Clerk

**Solana Beach, CA**

#### *Sprouts*

*June – August, 2022*

- Managed shipping loads for the dairy department, organized and restocked the refrigerators/freezers.
- Supported other departments and management in order to maintain an ideal workflow.

### Waiter

**Solana Beach, CA**

#### *Solana Beach Fish House*

*June – September, 2020*

- Worked as bus person, waited tables, and helped in closing procedures.

## ACCOMPLISHMENTS & EXTRA CURRICULAR

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### Santa Cruz Hackathon

**Santa Cruz, CA**

*Participated in the annual, two-day long coding competition at UCSC known as Cruz Hacks.*

### Club Volleyball

**San Diego/Santa Cruz, CA**

*Starting middle blocker on Santa Cruz club volleyball team.*

### TVIA (Teen Volunteers In Action)

**San Diego, CA**

*Volunteered in my community cleaning up lagoons, planting trees, feeding the homeless, doing manual labor for local farms, running Special Games events, participating in Miracle League, etc.*

### Torrey Pines Volleyball

**Santa Cruz, CA**

*Varsity Team (2019–20); Captain of Junior Varsity Team (2018–19); Captain of Freshman Team (2016); Integral member of Coast Volleyball Club 18u, ranked top 50 in the nation.*

### Tae Kwon do

*Instructor (2016-2018) Worked with students of all ages and those with special needs; Co-captain of the Demonstration Team (2016–2017); Regional Competitor (various); 1st degree black belt (2015) World Martial Arts Ranking Association.*