

# Juriel Garcia S<sub>He/Him</sub>

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## Experience

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### • Professor

2022 – PRESENT

Humber College

- Managed 30-50 students.
- Instructed courses on *"Object-Oriented Analysis & Design"* and *"Game Design"*, fostering exploration and creativity.
- Developed comprehensive lesson plans translating game design requirements into code.
- Guided students in incorporating design patterns and data structures into their projects, promoting effective analysis and architecting.
- Trained students to design games with a focus on mechanics, dynamics, aesthetics, and narrative.

### • Partner & Developer

2020 – PRESENT

Willow Games

- Managed AWS services & spearheaded the creation of a robust mailing platform & newsletter service.
- Collaborated closely with the lead developer on crafting custom tools for artists and data validators.
- Created website using React, AWS Amplify, and AWS Lambda.
- Actively participated in daily Stand Ups, fostering open communication regarding project progression and addressing encountered issues.
- Synthesized music and seamlessly integrated FMOD for comprehensive audio experiences, covering music, sound effects, and dialog.

## Education

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### • Humber College, Toronto

2017 – 2021

Game Programming - Advanced Diploma

### • Free Code Camp

2016 – PRESENT

Certification courses - *"Responsive Web Design"*, *"Algorithms & Data Structures"*, & *"Front-End Libraries"*.

### • Brebeuf College, Toronto

2012 – 2016

Ontario Secondary School - Diploma

## Professional Skills

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- Advanced proficiency in C/C#/C++, HTML/CSS/JavaScript/Typescript, Intermediate proficiency in Python, Java, Swift. Working knowledge of Rust, Clojure, & Ruby.
- Developed powerful full-stack websites and progressive web applications using React and AWS technologies (Amplify, S3, Lambda, Express, DynamoDB), modernized with NEXT.js.
- In-depth understanding of game engines and 3D frameworks, advanced competence in Unity and Three.js, intermediate competence in Unreal. Additionally, developed personal proprietary engines.
- Experience with version control systems (Git) and project management tools (Jira, Trello).
- Worked with third-party APIs, scripting tools, and plugins (FMOD, VCV Rack, Obsidian Plugins, OBS Studio)
- Excellent documentation skills utilizing Microsoft and Google Office Suite.
- Created visually stunning assets using Blender, Adobe Photoshop/GIMP, Inkscape, Adobe XD/Miro.