

Juriel Garcia S He/Him

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Experience

- **Partial Load 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

- **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

- 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.