Juriel Garcia S He/Him

1017 - 2040 Don Mills Rd. North York, ON. M3A 3R7

+1(647)969-6331

jurielgarcia.pro@gmail.com

Passionate about design, code, and music, I am driven by an insatiable curiosity for learning—whether it's mastering the latest techniques or delving into entirely new realms. My approach is exploratory, solving problems methodically with meticulous attention to detail. Ultimately, my goal is to create inspiring and enjoyable experiences that provoke a sense of wonder and delight.

Experience

- ## Partial Load Professor   2022 – PRESENT
  Humber College
  - Managed 30-50 students, fostering exploration and creativity in course on *"Object-Oriented Analysis & Design"* and *"Game Design"*
  - 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.

- ## Partner & Developer   2020 – PRESENT
  Willow Games
  - Managed AWS services & spearheaded the creation of a robust mailing platform & newsletter service.
  - Collaborated on crafting custom tools for artists and data validators.
  - Created website using React, AWS Amplify, and AWS Lambda.
  - Actively participated in daily Stand Ups, addressing project progression and issues.
  - Synthesized music and integrated FMOD for comprehensive audio experiences.

Education

- ## Humber College, Toronto   2017 – 2021
  Game Programming - Advanced Diploma

- ## Free Code Camp   2016 – PRESENT
  Certifications in: *"Responsive Web Design"*, *"Algorithms & Data Structures"*, & *"Front-End Libraries"*.

- ## Brebeuf College, Toronto   2012 – 2016
  Ontario Secondary School - Diploma

Professional Skills

- Advanced proficiency: C/C#/C++, HTML, Sass/SCSS, 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.