

SEBASTIAN MALACHI GARCIA

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PROFESSIONAL SUMMARY

- Game developer with 2+ years of C++/C# building interactive, real-time systems; 1 year with Unreal Engine and Vulkan; side hobby repairing electronics.
- Experienced with multiplayer integration (Steam Online Subsystem), socket programming (Winsock), and gameplay/UI systems.
- Team collaborator using Git and Perforce; rigorous debugging and iteration; 4.0 GPA in Game Development with data structures/algorithms and software engineering coursework.

SKILLS

- Languages: C++, C#, MIPS, MATLAB
- Engines/Frameworks: Unreal Engine, Unity
- Networking: Steam Online Subsystem, Winsock (sockets)
- Graphics/3D Math: Vulkan; vector/matrix math for real-time rendering
- Tools: Visual Studio, JetBrains IDEs, Perforce (P4V), Git, Microsoft Office
- CS Concepts: Data structures and algorithms, object-oriented design, state machines/behavior trees, input systems, UI, version control workflows, software engineering fundamentals

EDUCATION

Bachelor of Science in Computer Science (B.S.)

July 2025

Full Sail University, Winter Park FL

- Bachelor of Science in Game Development — Full Sail University, Winter Park, FL
GPA: 4.0/4.0 | Graduated July 2025
- Relevant coursework: Data Structures & Algorithms, Software Engineering, Computer Networks, 3D Content Creation (Vulkan), Project & Portfolio II/III (Unity), Artificial Intelligence, Engine Development (Unreal Engine)

ACADEMIC EXPERIENCE

Project Meltdown — Networking/Gameplay Programmer (Unreal Engine) | Apr 2025–Present

- Integrated Steam's Online Subsystem to enable multiplayer functionality.
- Programmed 5 power-ups with UI duration indicators and robust state handling.
- Built a controls menu supporting 10+ configurable key bindings with persistence.
- Collaborated with 5+ teammates using Perforce to coordinate code and asset integration.

Echo in the Shadows — AI/Gameplay Programmer (Unreal Engine) | Apr 2025

- Programmed sight and audio perception systems into enemy AI, allowing enemies to react to player movement and sound.
- Created AI behavior trees for patrolling, free roaming, investigating, and attacking, enabling two types of enemies (patrol & free roaming entities) to execute actions in response to player actions and environmental cues.
- Implemented two melee weapons for both players and enemies, along with throw-able items designed to generate sounds to trigger enemy AI's investigative state.

Office Space Donut King — Gameplay Programmer (Unity) | Jul 2024–Aug 2024

- Coded core player mechanics including basic movement and interaction systems.
- Implemented character animations for basic locomotion using Unity's animator.
- Scripted interactable vending machines capable of dispensing randomized items, such as speed boosts and healing items, to enhance gameplay. Randomization system consists of three rarities with adjustable rarity chances.
- Became familiar with Git workflow and merge conflict resolution.

EXPERIENCE

Integrity Property Care Corp — General Laborer | Orlando, FL | Dec 2022–Present

- Performed routine and emergency maintenance and repairs on plumbing, electrical systems, and major appliances in residential and commercial properties, working in teams of 1-6.
- Performed interior demolition and site preparation in 6+ residential and commercial spaces, removing outdated appliances and fixtures, followed by installation of new units and completion of thorough post-project cleanup.
- Developed company website utilizing Bootstrap Studio and Amazon Web Services.

Additional

- Communication: Clear documentation and team communication in milestone-driven academic projects.
- Interests: Real-time simulation, systems programming, graphics, and tooling for interactive applications.