

# SEBASTIAN MALACHI GARCIA

## Game Developer

Orlando, Florida | (689) 234-5831 | [SMGarcia2@alumni.fullsail.edu](mailto:SMGarcia2@alumni.fullsail.edu) |  
<https://www.linkedin.com/in/sebastian-garcia-529a912ba/> | <https://itotallyhavememes.github.io>

## PROFESSIONAL SUMMARY

A passionate Game Developer with 2+ years of experience with C#/C++ and Unity, along with one year of experience with Unreal Engine & Vulkan. Repairs electronics as a side hobby.

## SKILLS

- Programming experience (C#, C++, MIPS)
- English (Native)
- IDE experience (Visual Studio, JetBrains)
- Game Engine experience (Unity, Unreal Engine)
- MATLAB experience
- Version Control (Git, P4V)
- Graphics API experience (Vulkan)
- Microsoft Office Suite (Word, PowerPoint, Excel, etc.)
- Computer Networks (Winsock, UE Online Subsystems)

## EDUCATION

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

July 2025

Full Sail University, Winter Park FL

Bachelors of Science in Game Development.

GPA: 4.0/4.0.

Relevant studies include Data Structures and Algorithms, Software Engineering, Computer Networks, 3-D Content Creation (Vulkan), Project and Portfolio 2 and 3 (Unity), Artificial Intelligence, and Engine Development (Unreal Engine).

## ACADEMIC EXPERIENCE

### PROJECT MELTDOWN

April 2025 - Present

Networking/Gameplay Programmer - Open Portfolio- Full Sail University

- Collaborated with 1-3 group members to integrate Steam's Online Subsystem for multiplayer.
- Programmed 5 unique power-ups along with UI elements to display each power-up's duration.
- Developed a controls menu where users can change 10+ key binds.
- Cooperated with 5+ team members leveraging Perforce, ensuring seamless integration of code and assets.

### ECHO IN THE SHADOWS

April 2025 - April 2025

AI/Gameplay Programmer - Project and Portfolio VI- Full Sail University

- 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

July 2024 - August 2024

Gameplay Programmer - Project and Portfolio II & III- Full Sail University

- 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

### General Laborer

December 2022 - Present

Integrity Property Care Corp- Orlando, Florida

- 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.