Laurence Timothy M. Garcia

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Education

Computer Science B.S. | Cal Poly Pomona, Pomona, CA | Aug. 2020 – Dec. 2023
- GPA: 3.82 | Summa Cum Laude
- Dean's List & President's List: All Semesters
- CPP Game Development Club - Secretary (21-22), President (22-23)

Skills

Programming Languages
- Python, Java, C#, JavaScript, Kotlin, C++, HTML, CSS, MIPs Assembly, GDScript

Tools
- React, .NET, MongoDB, Django, MySQL, AWS, Git/GitHub, Unity, Unreal, Android Studio, ShotGrid, Blender, Maya, THREE.js

Work Experience

Animation Technology Intern | Nickelodeon Animation Studio | Jun. 2023 – Aug. 2023
- Built internal web tools and rendering scripts as a software developer to assist animation teams at Nickelodeon.
- Developed a UI tool leveraging React.js for the frontend and Python Shotgrid API for the backend, resulting in a significant 50% acceleration in the configuration of an internal transcoding tool for all Nickelodeon productions.
- Programmed a Python script that generates reports comparing content from post-production edits to files in Shotgrid.
- Monitored Deadline render farms to assist users with job status and interpreting error messages.
- Met with 10 different production teams to find what they require support for or feedback on tools produced.

Independent and Collaborative Projects

React WebGL Front-End Development | Portfolio Website | Jan. 2024
- Developed a personal website to present all my projects in one place. Hosted the site on GitHub Pages.
- Programmed dynamic and responsive components using the React.js Library for desktop and mobile layouts.
- Utilized the Three.js library to display interactive 3D models to supplement the information on the webpage.

Full Stack Web Application | VGBacklogs.com | Sept. 2023 – Nov. 2023
- Developed a full stack web social platform for users to share their video game catalogs with other users.
- Leveraged React.js and MUI components for a responsive front-end, with a C# DotNET backend connected to a MongoDB database, deployed through AWS servers.
- Implemented a REST API for user profiles, authorization, social features (e.g. user following), & game catalog saving.
- Utilized RAWG.io API to develop a game catalog search system featuring games from all gaming systems.

C# Unity Virtual Reality Simulator | VR Drone Flight Training Program | Feb. 2023 – May 2023
- Collaborated with a team of 7 people on the development of a Drone Flight Training Program in Virtual Reality.
- Programmed core mechanics such as drone controls, objective system, and player/drone perspective switch.
- Developed and implemented drone regulation warnings such as elevation and proximity regulations with a scoring system to provide feedback to the user.

Java + Kotlin Android Application | Prominent Colors | Dec. 2022
- Designed, programmed, and published an Android app that can take an image, from a photo gallery or the user's camera, and find the top 5 most used colors by pixel in the image.
- Programmed an algorithm that uses a HashMap to keep track and sort the colors and its frequency.
- Published on the Play Store and added interstitial advertisements when the user wants to scan another image.

Leadership

CPP Game Development Club | Aug. 2020 – Dec. 2023
President (2022-2023) & Secretary (2021-2022)
- Organized a series of panel interviews with various tech and gaming companies, including Avenda Health, Dynamic Augmented Solutions, Obsidian Entertainment, Sony Santa Monica, Activision, and Riot Games.
- Hosted a Halloween Themed Game Jam in October 2022 resulting in 7 games created from the jam.
- Oversaw development of 7 game projects in the Fall 2022 semester and 8 game projects in the Spring 2023 semester.
- Hosted various workshops to teach club members topics like scripting in Unity, Blender, and Github Repositories.