Laurence Timothy M. Garcia

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Summary

- An aspiring software developer who excels at various programming languages and software such as Python, Java, C#, C++, Git, HTML, Unity, and Blender. Able to learn quickly and adapt to new situations as they arise. Focuses on listening to peers' ideas and ensuring every voice is heard.

Education

COMPUTER SCIENCE B.S. | 2020-2024 | CAL POLY POMONA, POMONA, CA

- Computer Science
- GPA: 3.77 | Dean's List 20-22 | President's List 21, 22
- Secretary (21-22), President (22-23) – CPP Game Development Club
- Related coursework:
    - CS 1300 Discrete Structures, CS 1400 Intro Programming, MAT 1150 Calculus II, CS 2520 Python for Programmers, CS 2400 Data Structures, CS 2600 Systems Programming, CS 2640 Comp Org and Assembly Programming, CS 3110 Formal Languages and Automata, CS 3310 Design and Analysis of Algorithms

Skills & Abilities

PROGRAMMING KNOWLEDGE

- Java, C, C++, C#, Python, Git/GitHub, HTML, CSS, MIPs Assembly, GDScript

SOFTWARE KNOWLEDGE

- Unity, Blender, Godot, Photoshop, Premiere

Personal Projects

CONTAINMENT LABYRINTH RUN | UNITY GAME PROJECT | FEBUARY 2021 – MAY 2021

- I co-led a team of 6 people to prototype a short first-person shooter experience with a roguelike element. Throughout the process, I learned how to keep a focused vision in mind while creating the prototype and take input from other team members and add it to our vision of the game
- Responsible for designing and programming enemies, creating designs of the rooms, and programming the random room order and item drops. Complied everyone's work on the game and merged the various branches into one package.

DISCORD ALIGNMENT BOT | PYTHON MESSAGE BOT | JANUARY 2022

- A Python project that involved taking a user's last 100 messages in the messaging app Discord and giving a rating based on the Dungeons and Dragons morality system.
- The rating is based on words in a dictionary, with the words functioning as keys and the values being 2 numbers. The first value determines the user's ethics and respect towards rules, which covers Chaotic, Neutral, and Lawful. The second value determines their morals, such as kindness and harshness, which

covers Evil, Neutral, and Good. The values will be added together and divided by number of words added and will provide a final rating that will be given back to the user.

STICK TO IT | UNITY GAME JAM | JUNE 2021

- My team of 4's submission for the Game Maker's Toolkit Game Jam of 2021. The game had to follow the theme of "Joined Together."
- The game is a puzzle platformer that requires the player to shoot blocks for them to stick together.
- Responsible for prototyping and designing the main idea for game. Created levels to show how the core idea of sticking platforms together can be applied in different ways. Not only can the player jump on the blocks to reach their goal, but they can also use the momentum of the blocks joining together to propel themselves to high places, which I crafted levels around to let players discover that method of traversal.

WII PLAY TANKS! TANKS! | UNITY GAME PROJECT | SEPTEMBER 2021 – NOVEMBER 2021

- This project was a reimagining of the Wii Play Tanks minigame on the Nintendo Wii built for the PC.
- Led a team of 6 people to complete this project. Had to quickly learn the strengths and weaknesses of my teammates, especially since most of them were new to game development and programming. Part of my job as team lead included teaching members how to work on specific parts of the project and play with their strengths.
- Responsible for enemy AI, collisions, and merging branches into a cohesive minimum viable product.

Leadership

PRESIDENT | CPP GAME DEVELOPMENT CLUB | JUNE 2022 – JUNE 2023

- As president of the CPP Game Development Club, I focus my efforts into leading the club of over 50 members and managing various activities, such as hosting Game Jams, guest speakers, and club trips. I also teach various workshops and meetings for the club, teaching members game development fundamentals.

SECRETARY | CPP GAME DEVELOPMENT CLUB | JUNE 2021 – JUNE 2022

- As secretary, I focus my efforts on reserving meeting rooms, recording hours and attendees, and communicate with other clubs, organizations, and companies to invite collaborations and guest speakers for meetings. I have also run various workshops and meetings for the club, teaching members game development fundamentals. Subjects included basics of the Unity interface, movement in Unity, 3D modeling in Blender, and an introduction to GitHub Repositories and Pages.

SENIOR PATROL LEADER | BOY SCOUTS OF AMERICA | JUNE 2018 – DECEMBER 2018

- As senior patrol leader, I organized a troop of over 50 scouts and various events, including merit badges, campouts, bake sales, and volunteer workdays. I focused heavily on recruitment for our troop and organized events surrounding that emphasis.

Work Experience

REGISTRATION ASSISTANT | CAL POLY POMONA | JUNE 2022 – JULY 2022

- As the registration assistant, I represent the school of Cal Poly Pomona and help students with their first experience for classes in the University.

GENERAL MERCHANDISE EXPERT | TARGET | JUNE 2022 – AUGUST 2022

- As the general merchandise expert, I managed inventory and restock store shelves ensuring each aisle is filled with the proper items and clean for customers to have a great shopping experience.