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

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

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

Python Blender3D Tool | Shader Baker | Jan. 2024
- Developed a Python script that would add image textures to all materials of the selected object on the click of a button.
- Users can also change the selected UV map / image texture for all image textures.
- Wrote documentation for the tool with install instructions and clarify any confusion for new users.

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 Procedural Generation Tool | Procedural Terrain Generator | May 2023 – Present
- Programmed a custom procedural terrain generator in Unity using Perlin noise.
- Implemented features enabling users to customize the terrain to their needs, from mountain ranges, canyons, etc.
- Designed a custom shader to enable the terrain to have various textures based on elevation.

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.

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.
- Collaborated with various College level Game Development clubs across the United States to host a national game jam.