Laurence Timothy M. Garcia

lg007@outlook.com | laurencetimothymgarcia.github.io | linkedin.com/in/laurencetimothymanalogarcia

Education

COMPUTER SCIENCE B.S. | 2020-2024 | CAL POLY POMONA, POMONA, CA
- GPA: 3.77
- Dean's List & President's List: All Semesters
- CPP Game Development Club - Secretary (21-22), President (22-23)

Skills & Coursework

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

TOOLS
- Git/GitHub, Unreal, Unity, Visual Studio, VS Code, MARS, Anaconda/Spyder, Blender, Godot, Android Studio

Independent and Collaborative Projects

PYTHON MESSAGING BOT | ALIGNMENT BOT | JANUARY 2022
- Messaging bot that takes the user's last 100 messages and rates it on a morality system.
  - Words are run through a Dictionary with the words holding 2 values, allocating the placement in the morality system.

C# OBJECT-ORIENTED PROGRAMMING PROJECT | CONTAINMENT LABYRINTH RUN | FEBUARY 2021 – MAY 2021
- Co-led a 6-person team on the development of a 3D first person simulator in Unity over a semester.
  - Programmed enemy AI, weapon switch, and random map generator.

C# OBJECT-ORIENTED PROGRAMMING PROJECT | WE PLAY TANKS! TANKS! | SEPTEMBER 2021 – NOVEMBER 2021
- Led a team of 6 people to reimagine the Wii Play Tanks Minigame, a top-down 3D shooter, over the course of a semester.
  - Programmed core mechanics such as movement, shooting, and enemy AI.
  - Programmed internal level reader tool to help speed up development of levels.
    - Can be used by the player with documentation provided.

UNITY GAME JAM | LOCKED AND LOADED DIE | JULY 2022
- 2D single-player side scroller created in Unity created under 50 hours in collaboration with 7 other team members
  - Programmed the dice rolling weapon and weapon switching mechanic. Compiled all code into main branch.

HTML & CSS FRONT-END DEVELOPMENT | PORTFOLIO WEBSITE | JUNE 2022 – JULY 2022
  - Developed a personal website to present all my projects in one place. Hosted the site on GitHub Pages.

JAVA PROGRAMMING PROJECT | JAVA DECIMAL FLOATING POINT EXPRESSIONS | APRIL 2022
  - Using Deterministic Finite Automaton and Pushdown Automata state diagrams to recreate Java's decimal floating point expressions in PowerShell using Java.

Leadership

CPP GAME DEVELOPMENT CLUB | JUNE 2020 – PRESENT

PRESIDENT | JUNE 2022 – PRESENT
- Currently organizing a series of panel interviews with various gaming companies, including Obsidian Entertainment, Sony Santa Monica, and Riot Games.
- Hosting a Halloween Game Jam during the month of October.

SECRETARY | JUNE 2021 – JUNE 2022
- Organized panel interviews with employees from Avenda Health and Dynamic Augmented Solutions
- Collaborated with other universities to create the California Collegiate Game Jam in Spring 2022
- Hosted various workshops to teach club members topics like movement in Unity, Blender, and GitHub Repositories.

Work Experience

REGISTRATION ASSISTANT | CAL POLY POMONA | JUNE 2022 – JULY 2022
- Assisted first time students at Cal Poly Pomona in registering for their classes.
- Communicate with students for appointments, check ins, and different parts of the College of Science.

GENERAL MERCHANDISE EXPERT | TARGET | JUNE 2022 – AUGUST 2022
- Manage inventory, restock shelves, and assisted customers to help find what they need.