

Laurence Timothy M. Garcia

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Education

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

- GPA: 3.82
- Dean's List & President's List: All Semesters
- CPP Game Development Club - Secretary (21-22), President (22-23)

Skills

PROGRAMMING

- Java, C#, Python, HTML, CSS, Javascript, Kotlin, MIPS Assembly, GDScript

TOOLS

- Git/GitHub, Unity, Android Studio, THREE.js, Processing, Blender, Godot, React, Django, Shotgun, ShotGrid

Work Experience

ANIMATION TECHNOLOGY INTERN | NICKELODEON ANIMATION STUDIOS | JUNE 2023 – PRESENT

- Develop tools used in animation productions, the production pipeline, and support the render farms.
- Programmed a user interface with React.js and Python, that allows productions to edit details in specific files in the Shotgun Database.
- Met with the different production teams to find what they require support for or feedback on tools produced.

Independent and Collaborative Projects

C# VIRTUAL REALITY PROJECT | [VR DRONE FLIGHT TRAINING PROGRAM](#) | FEBRUARY 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.
- Programmed and implemented drone regulation warnings such as elevation and proximity regulations with a scoring system to provide feedback to the user.
- Compiled the work of each group member to create a minimum viable product at the end of the project.

KOTLIN ANDROID APPLICATION | [PROMINENT COLORS](#) | DECEMBER 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.

FRONT-END WEB DEVELOPMENT | [PORTFOLIO WEBSITE](#) | JANUARY 2023

- Developed a personal website to present all my projects in one place. Hosted the site on GitHub Pages.
- Designed and programmed language using HTML, CSS, JavaScript, and implemented WebGL using the THREE.js API.

JAVA RAYTRACER STUDY | RAYTRACER | AUGUST 2022 – DECEMBER 2022

- Programmed a raytracer using the Java Processing library that can produce images consisting of various geometric primitives and combining them with a phong lighting model, reflections, and UV texture mapping.

Leadership

CPP GAME DEVELOPMENT CLUB | JUNE 2020 – PRESENT

PRESIDENT | JUNE 2022 – JUNE 2023

- Organized a series of panel interviews with various gaming companies, including Obsidian Entertainment, Sony Santa Monica, Activision, and Riot Games.
- Hosted a Halloween Themed Game Jam in October 2022 resulting in 7 games were created from the jam.
- Oversaw development of 7 game projects in Fall semester and 8 game projects in Spring semester.

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 scripting in Unity, Blender, and GitHub Repositories.