LAURENCE TIMOTHY M. GARCIA

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PROFESSIONAL EXPERIENCE

Ingram Micro – Irvine, CA   **Jul. 2024 – Present**
Associate Software Engineer *(2024 – Present)*
- Built internal tools and user-facing services as a software engineer to boost sales and productivity at Ingram Micro.
- Utilized DotNET and Azure Functions to build a backend API that automates the process for transferring solutions to different dev environments, resulting in a 100% acceleration in the development pipeline.
- Implemented a system to generate follow-up tasks for sales team members after a vendor-specific training, strengthening vendor relationships and improving feedback on training fund utilization.
- Developed a dynamic Angular dashboard empowering warehouse admins to efficiently manage associates and roles with enhanced functionality and usability.
- Modernized a 20-year-old legacy system by upgrading it to a full-stack React and DotNET application, developing CRUD APIs for the backend and seamlessly integrating with the existing SQL Server database to align with the security team's standards.
- Programmed the React frontend for an application inventory system to track Ingram Micro's extensive portfolio of applications and servers, optimizing resource management.

Nickelodeon Animation Studio – Burbank, CA   **Jun. 2023 – Aug. 2023**
Animation Technology Intern *(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.
- Onboarded new production members and shows on the various technologies and services offered by AnimTech.
- Designed 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

C# Backend Unity Network API – **Solar Sweets**   **Jan. 2024 – May 2024**
- Built a network API for 2 online Unity multiplayer games to allow players to join different online lobbies.
- Utilized Unity's UI system to develop a C# script that would dynamically build new components based on existing lobbies from the servers.
- Met with software engineering team 3 times a week in SCRUM meetings to discuss updates and features required.
- Hosted playtesting sessions to observe player engagement with prototype, documenting areas for improvement.

Python Blender3D Tool – **Shader Baker**   **Jan. 2024**
- Developed a Python script that would add image textures to all materials of the 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, & game catalog saving.
- Utilized RAWG.io API to develop a game catalog search system featuring games from all gaming systems.
- Hosted weekly SCRUM meetings to discuss progress for each team member and assist members wherever possible.

EDUCATION

California State Polytechnic University, Pomona – Pomona, CA   **Aug. 2020 – Dec. 2023**
Bachelor of Science, Computer Science
- GPA: 3.82 | Summa Cum Laude
- Dean's List & President's List: All Semesters
- CPP Game Development Club – President (22-23), Secretary (21-22)

TECHNICAL SKILLS

Languages: C#, JavaScript, TypeScript, Python, Java, HTML, CSS, SQL, PostgreSQL, Kotlin, C++
Tools: React, Angular, .NET, MongoDB, Django, MySQL, SQL Server, AWS, Azure Functions, Git/GitHub, Power Automate, Jest, Unity, Unreal, Figma, Android Studio, THREE.JS