

Laurence Timothy M. Garcia

lg007@outlook.com | [laurencetimothygarcia.github.io](https://github.com/laurencetimothygarcia) | [linkedin.com/in/laurencetimothymanalogarcia](https://www.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, MIPS Assembly, GDScript

TOOLS

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

COURSEWORK

- Discrete Structures, Calculus I & II, Python for Programmers, Data Structures, Systems Programming, Comp Org and Assembly Programming, Formal Languages and Automata, Design and Analysis of Algorithms, Numerical Methods and Computing, Object-Oriented Design and Programming, Computer Graphics, Game AI

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 | FEBRUARY 2021 - MAY 2021

- Co-led a 6-person team on the development of a 3D first person simulator over a semester.
 - Programmed enemy AI, weapon switch, and random map generator.
 - Modelled and animated the characters and rooms the player will interact with.

C# OBJECT-ORIENTED PROGRAMMING PROJECT | WII 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.

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 game development 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.