MARCO LARA

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EDUCATION

Bachelor of Science (B.S.) in Computer Game Development   December 2024
Lamar University, Beaumont, TX   GPA: 3.0

COURSEWORK

Programming Lab, Fundamentals of Computing I, II & III, Discrete Structures, Algorithms Design and Analysis, UNIX/C++, Data Analytics in Python, Design Programming Languages, Operating Systems, Cybersecurity Networks, Computer Game Development I & II, Software Engineering, Android Programming, 3D Modeling and Computer Graphics.

SKILLS

Programming Languages| Java, C++, JavaScript, Python, C#, HTML, CSS
Databases| MySQL, Git
Tools/Applications| Visual Studio, Unix, Node.js, React, Eclipse, android studio

PROJECTS

Arcade Pong | Personal Project   September 2024
- Created a 2 player pong game with dynamic JavaScript for back-end, HTML, and CSS for the front-end with arcade game logic, and mapped the left player's keys to W and S and right player to the arrow keys.
- Generates a dynamic ball that starts randomly and adapts to collisions and keeps track of each player's score based on the collision.

Spider Exterminator | Academic Project   August 2024
- Created an Android application in Java using Android 14.0 with immersive music and sound effects, as well as designing a user interface with buttons for settings, scores, and to start the game.
- Generated 3 dynamic targets at a time with randomize movement , respawn time and speed, based on an array for the user to click while keeping track of the user's score, and updating the high score.

Haunted Forest | Academic Project   January - May 2024
- Created a 3D game application in C++ using the GX Tool Kit Library with DOOM style game logic and designed a user interface with options such as dynamic lighting and screenshots.
- Generated twenty targets at a time with 3 health, based on a 2D array for the user to "shoot", and a final target with 25 health as the game objective.
- Designed the 3D models in the game and created with Lightwave.

LU Chess Website | Group Project   May 2022- December 2023
- Collaborated within a team of 3 to develop a fully functional REACT web application.
- Designed most of the dynamic JavaScript based front-end for the LU Chess club that allows me to get hands-on experience with artificial intelligence, APIs, and databases.

ADDITIONAL EXPERIANCE

Food & Beverage Team Member/Leader   July 2023 – Current
Target Corporation, Houston, TX
- I ensure the product is fresh, in stock, available and accurately priced and signed on the sales floor.
- I lead food services such as replenishment, inventory accuracy, food safety, presentation, pricing and promotional signing process for all Food & Beverage arear of the store.
- I step into leadership when the manager is away by keeping up with inventory, managing money, and workflow.