

# Mark Ryan Garcia

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## EDUCATION

### California State University, Fullerton

GPA: 3.82

*B.S. in Computer Science, Minor in Mathematics*

*Aug. 2022 – May 2026*

**Relevant Coursework:** Data Structures and Algorithms, Web Front-End and Back-End Engineering, File Structures and Database Systems, Discrete Mathematics, Calculus I, II, III, Linear Algebra and Differential Equations

## TECHNICAL SKILLS

**Languages:** Python, Javascript, Typescript, HTML/CSS, C/C++, C#, SQL (Postgres), GDScript, R, Intel x86-64 ISA

**Frameworks/Tools:** React, Svelte, Node.js, Flask, FastAPI, Material-UI, Git, Docker

## EXPERIENCE

### Software Engineer Intern

May 2025 – Present

*Glenair, Inc.*

*Anaheim, CA*

- Developing a web application to generate Zebra printer label templates using FastAPI, SQLAlchemy, React (TypeScript), and the company's SQL Server database.
- Collaborating with engineering teams to design dynamic label formats that streamline internal manufacturing processes.
- Writing backend API endpoints and integrating them with a frontend UI for user-friendly label creation.

### Supplemental Instruction (SI) Leader

Jan. 2024 – Present

*California State University, Fullerton*

*Fullerton, CA*

- Develop comprehensive study materials to simplify Calculus I and Calculus II concepts, resulting in a **10%** average increase in student comprehension and grades.
- Utilize innovative teaching techniques such as group discussions on practice problems and fostering collaborative study environments.

### Crew Trainer

June 2022 – May 2025

*McDonalds*

*Chino Hills, CA*

- Showcase expertise across multiple stations to ensure efficient workflow and excellent customer service.
- Train new hires, creating a positive, motivating atmosphere for their development.

## PROJECTS

### Doodle Jump Clone – Game Development Workshop | C#, Unity

Feb 2025 – Mar. 2025

- Designed and led a beginner-friendly Unity workshop for over 20 students on building a Doodle Jump-style game.
- Created a playable 2D platformer, demonstrating physics, player movement, and collision handling.
- Published starter assets and live-coded core mechanics to teach concepts like scene management and coroutines.

### Marktris | Godot Engine, GDScript, Vercel

Jan 2024 – Mar 2024

- Utilized the Godot Engine's TileMap system to create a playable version of modern tetris, including collision-detection for the modern SRS (Super Rotation System).
- Deployed on the web via Godot Web Export, Github, and Vercel.

## EXTRACURRICULAR

### Association for Computing Machinery (ACM) | President, Marketing Team Lead

Aug 2022 – Present

- Lead the largest tech student organization at CSUF with over **2,400** members and **50+** officers across 8 branches.
- Doubled outreach from previous year and secured **\$1,500** in new sponsorships for FullyHacks 2025.
- Supported ACM's community growth by serving as the Marketing Team Lead, a GameDev Officer, and Node Buds Big, managing social media presence, leading Unity workshops and mentoring new members.

### Competitive Programming Competition Participant | SoCal Region

Nov 2024

- Competed in ICPC, solving complex algorithmic problems in a team-based programming competition.
- Placed **1st** out of 6 teams from CSUF, 29th out of 84 total teams.