

Mark Ryan Garcia

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EDUCATION

California State University, Fullerton B.S. in Computer Science, Minor in Mathematics	Aug 2022 – May 2026
	GPA: 3.76

EXPERIENCE

Software Engineer Intern <i>Glenair, Inc.</i>	Jan 2026 – Present
<ul style="list-style-type: none">Configured integration testing across organization APIs, validating authentication and increasing data reliabilityBuilt and deployed a server monitoring API that collects performance metrics such as disk capacity, memory usage, and DNS configuration to proactively detect servers reaching 100% utilization	Anaheim, CA
Software Engineer Intern <i>Glenair, Inc.</i>	May 2025 – Aug 2025
<ul style="list-style-type: none">Engineered a full-stack web application used to generate Zebra printer label templates, supporting production of 600+ labels per week using React, FastAPI, SQLAlchemy, SQL Server, Labelary API, and ZPLIntegrated inventory and job-order APIs to auto-populate part and job numbers into custom Zebra label templates, eliminating manual entry errors, ensuring audit-trail accuracy, and accelerating manufacturing workflowsOptimized Flask API endpoints by integrating MinIO storage buckets with SQL Server, reducing file retrieval latency	Anaheim, CA
Supplemental Instruction Leader <i>California State University, Fullerton</i>	Jan 2024 – Dec 2025
<ul style="list-style-type: none">Increased student grades and comprehension an average of 10% by leading 120 peer-assisted study sessions across four semesters and developing targeted review materials that simplified key Calculus I and II conceptsUtilized innovative teaching methods such as guided group discussions, collaborative problem-solving, and peer-to-peer interaction to create an engaging learning environment that reinforced foundational calculus topics	Fullerton, CA

PROJECTS

Sudoku Visualizer <i>React, Typescript, Tailwind CSS</i>	<ul style="list-style-type: none">Built an interactive Sudoku solver and visualizer, displaying step by step solving decisions in real timeImplemented multiple solving strategies including backtracking, backtracking with forward checking and MRV heuristics, and an emulation of a human style approach to solving a sudoku puzzle
Endless Vertical Platformer <i>C#, Unity</i>	<ul style="list-style-type: none">Designed and led a Unity workshop where over 20 students learned how to build an endless platforming gameDemonstrated core game mechanics such as jump physics, player input, platform spawning, and collision handling
Marktris <i>Godot, Vercel</i>	<ul style="list-style-type: none">Built a fully playable Tetris game using the Godot Engine and GDScript, implementing modern gameplay features including collision detection and the Super Rotation System (SRS) for piece movement and rotationDeployed the game to the web using Godot's Web Export Tool and Vercel for easy access and sharing

LEADERSHIP

Association for Computing Machinery (ACM) <i>Club President</i>	<ul style="list-style-type: none">Lead the largest tech student organization at CSUF with over 2,500 members and 55 officers across 10 branchesSupported 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
FullyHacks 2026 <i>Co-Director</i>	<ul style="list-style-type: none">Co-direct CSUF's largest hackathon, leading planning and execution for 400+ participants across 20+ universitiesLead 50+ event organizers across 5 teams to design the event theme and branding, build the event website, secure sponsorships and partnerships, manage finances, and plan event logistics through bi-weekly organizer meetings

TECHNICAL SKILLS

Languages: Python, Javascript/TypeScript, HTML/CSS, MySQL, C/C++, C#, GDScript, R, MATLAB

Technologies: React, FastAPI, Flask, Microsoft SQL Server, Clerk, Docker, AWS, MinIO, Firebase, Unity

Libraries/Tools: SQLAlchemy, Material-UI, Git, Vercel, Cloudflare, Figma