

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

Glenair, Inc.

Jan 2026 – Present

Anaheim, CA

- Configured integration testing across organization APIs, validating authentication and increasing data reliability
- Built 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

Software Engineer Intern

Glenair, Inc.

May 2025 – Aug 2025

Anaheim, CA

- Engineered a full-stack web application used to generate Zebra printer label templates, supporting production of over **600+ labels per week** using React, FastAPI, SQLAlchemy, SQL Server, Labelary API, and ZPL
- Integrated 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 workflows
- Optimized Flask API endpoints by integrating MinIO storage buckets with SQL Server, reducing file retrieval latency

Supplemental Instruction Leader

California State University, Fullerton

Jan 2024 – Dec 2025

Fullerton, CA

- 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 concepts
- Utilized 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

PROJECTS

Sudoku Visualizer | React, Typescript, Tailwind CSS

- Built an interactive Sudoku solver and visualizer, displaying step by step solving decisions in real time
- Implemented 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 | C#, Unity

- Designed and led a Unity workshop where over **20 students** learned how to build an endless platforming game
- Demonstrated core game mechanics such as jump physics, player input, platform spawning, and collision handling

Marktris | Godot, Vercel

- 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 rotation
- Deployed the game to the web using Godot's Web Export Tool and Vercel for easy access and sharing

LEADERSHIP

Association for Computing Machinery (ACM) | Club President

- Lead the largest tech student organization at CSUF with over **2,500 members** and **55 officers** across 10 branches
- 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

FullyHacks 2026 | Co-Director

- Co-direct CSUF's largest hackathon, leading planning and execution for **400+ participants** across **20+ universities**
- Lead **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