

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: 3.82
• Relevant Coursework: Data Structures and Algorithms, Web Front-End Engineering, Web Back-End Engineering, File Structures & Database Systems, Operating Systems, Compilers, Computer Communications, Artificial Intelligence	

EXPERIENCE

Software Engineer Intern <i>Glenair, Inc.</i>	May 2025 – Aug 2025 Anaheim, CA
• Engineered a full-stack web application to generate Zebra printer label templates, printing approximately ~600 labels per week, utilizing React, FastAPI, SQLAlchemy, SQL Server, Labelary API, and Zebra Printer Language	
Supplemental Instruction Leader <i>California State University, Fullerton</i>	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 <i>React, Typescript, Tailwind CSS</i>	Dec 2025
• Built an interactive Sudoku solver and visualizer, displaying step by step solving decisions in real time	
Endless Vertical Platformer <i>C#, Unity</i>	Feb 2025 – Mar 2025
• Designed and led a Unity workshop where over 20 students learned how to build an endless platforming game	
Marktris <i>Godot Engine, GDScript, Vercel</i>	Jan 2024 – Mar 2024
• 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	

EXTRACURRICULAR

Association for Computing Machinery (ACM) <i>Club President, Board Officer</i>	Aug 2022 – Present
• Lead the largest tech student organization at CSUF with over 2,500 members and ~55 officers across 10 branches	
FullyHacks <i>Co-Director, Marketing Team Lead</i>	Sep 2024 – Present
• Co-Direct FullyHacks 2026, CSUF's biggest hackathon, expecting 400+ participants, 30+ event organizers	
• Doubled outreach from previous year and secured \$1,500 in new sponsorships for FullyHacks 2025	

TECHNICAL SKILLS

Languages: Python, Javascript, Typescript, HTML/CSS, MySQL, C, C++, C#, R, MATLAB
Frameworks/Tools: React, React Native Expo, Svelte, Node.js, Firestore, Amazon S3, FastAPI, Flask, Material-UI, MinIO, Docker, Unity, Linux, Figma