# 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, MySQL, C, C++, C#, GDScript, R, Intel x86-64 ISA
**Frameworks/Tools**: React, Svelte, Node.js, FastAPI, Flask, Material-UI, MinIO, Docker, Unity, Godot, Figma

## Experience

**Software Engineer Intern** May 2025 – Present
*Glenair, Inc.* *Anaheim, CA*
- Engineered a full-stack web application to generate Zebra printer label templates, projecting **~500** labels per month, utilizing React, FastAPI, SQLAlchemy, SQL Server, Labelary API, and Zebra Printer Language.
- Integrated inventory and job-order APIs to auto-populate part and job numbers into a custom Zebra label template, eliminating manual entry errors, guaranteeing **100%** audit-trail accuracy, and accelerating workflows.
- Optimized Flask API endpoints by integrating MinIO storage buckets with SQL Server, reducing average file retrieval latency by an average of **60%** compared to the previous method of retrieving from SQL blob fields.

**Supplemental Instruction (SI) Leader** Jan 2024 – Present
*California State University, Fullerton* *Fullerton, CA*
- Increased student grades and comprehension an average of **10%** by leading **90** peer-assisted study sessions across three 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.

**Crew Trainer** June 2022 – May 2025
*McDonalds* *Chino Hills, CA*
- Trained new hires and maintained efficient, high-quality service across multiple stations in a fast-paced setting.

## Projects

**Doodle Jump Clone – Game Development Workshop** | *C#, Unity* Feb 2025 – Mar 2025
- Designed and led a Unity workshop where over **20** students learned how to build a Doodle Jump-style game.
- Demonstrated core game mechanics such as jump physics, player input, platform spawning, and collision handling.
- Published starter assets such as sprites and C# Scripts to help students follow along and add to the game.

**Marktris** | *Godot Engine, GDScript, Vercel* Jan 2024 – Mar 2024
- Built a fully playable Tetris clone 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)** | *President* 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 the International Collegiate Programming Contest (ICPC), collaborating with teammates to solve advanced algorithmic problems within a five-hour time limit using efficient, real-time problem-solving strategies.
- Placed **1st** out of 6 teams from CSUF and 29th out of 84 teams overall in the SoCal regional competition.