

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, Figma

EXPERIENCE

Software Engineer Intern

May 2025 – Present

Glenair, Inc.

Anaheim, CA

- Developing a full-stack web application to generate Zebra printer label templates used in aerospace and manufacturing workflows, utilizing FastAPI, SQLAlchemy, React (TypeScript), and the company's SQL Server.
- Work 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

- 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 beginner-friendly Unity workshop for over **20** students on building a Doodle Jump-style game.
- Demonstrated core game mechanics like 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 Web Export and Vercel for easy access and sharing.

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 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.