Mark Ryan Garcia

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EDUCATION

California State University, Fullerton — GPA: 3.84
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 Strucures 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

EXPERIENCE

Software Engineer Intern — May 2025 – Present
Glenair, Inc. — *Anaheim, CA*
- Developing a web application to generate Zebra printer label templates using FastAPI, SQLAlchemy, React (TypeScript), and the company's SQL Server database.
- Collaborating 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*
- Develop comprehensive study materials to simplify Calculus I and Calculus II concepts, resulting in a **10%** average increase in student comprehension and grades.
- Utilize innovative teaching techniques such as group discussions on practice problems and fostering collaborative study environments.

Crew Trainer — June 2022 – May 2025
McDonalds — *Chino Hills, CA*
- Showcase expertise across multiple stations to ensure efficient workflow and excellent customer service.
- Train new hires, creating a positive, motivating atmosphere for their development.

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.
- Created a playable 2D platformer, demonstrating physics, player movement, and collision handling.
- Published starter assets and live-coded core mechanics to teach concepts like scene management and coroutines.

Marktris | *Godot Engine, GDScript, Vercel* — Jan 2024 – Mar 2024
- Utilized the Godot Engine's TileMap system to create a playable version of modern tetris, including collision-detection for the modern SRS (Super Rotation System).
- Deployed on the web via Godot Web Export, Github, and Vercel.

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 ICPC, solving complex algorithmic problems in a team-based programming competition.
- Placed **1st** out of 6 teams from CSUF, 29th out of 84 total teams.