

Mark Ryan Garcia

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EDUCATION

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| California State University, Fullerton <i>B.S. in Computer Science, Minor in Mathematics</i> | Aug 2022 – May 2026 GPA: 3.82 |
| • Relevant Coursework: Data Structures and Algorithms, Web Front-End Engineering, Web Back-End Engineering, File Structures and Database Systems, Advanced Probability, Artificial Intelligence | |

TECHNICAL SKILLS

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

EXPERIENCE

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| Supplemental Instruction (SI) Leader <i>California State University, Fullerton</i> | Jan 2024 – Present <i>Fullerton, CA</i> |
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- 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

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| Software Engineer Intern <i>Glenair, Inc.</i> | May 2025 – Aug 2025 <i>Anaheim, CA</i> |
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- 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
- 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 retrieving raw binary files from SQL tables

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| Crew Trainer <i>McDonalds</i> | June 2022 – May 2025 <i>Chino, CA</i> |
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- Trained new hires and maintained efficient, high-quality service across multiple stations in a fast-paced setting

PROJECTS

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| Doodle Jump – Game Development Workshop <i>C#, Unity</i> | Feb 2025 – Mar 2025 |
| <ul style="list-style-type: none">Designed and led a Unity workshop where over 20 students learned how to build a Doodle Jump-style gameDemonstrated core game mechanics such as jump physics, player input, platform spawning, and collision handlingPublished starter assets such as sprites and C# Scripts to help students follow along and add to the game | |

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| Marktris <i>Godot Engine, GDScript, Vercel</i> | Jan 2024 – Mar 2024 |
| <ul style="list-style-type: none">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 rotationDeployed the game to the web using Godot's Web Export Tool and Vercel for easy access and sharing | |

EXTRACURRICULAR

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| Association for Computing Machinery (ACM) <i>Club President, Board Officer</i> | Aug 2022 – Present |
| <ul style="list-style-type: none">Lead the largest tech student organization at CSUF with over 2,500 members and ~55 officers across 10 branchesSupported 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 | |

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| FullyHacks <i>Co-Director, Marketing Team Lead</i> | Sep 2024 – Present |
| <ul style="list-style-type: none">Co-Direct FullyHacks 2026, CSUF's biggest hackathon, expecting 400+ participants, 30+ event organizersDoubled outreach from previous year and secured \$1,500 in new sponsorships for FullyHacks 2025 | |