Mark Ryan Garcia

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Education

California State University, Fullerton Aug 2022 – May 2026
B.S. in Computer Science, Minor in Mathematics *GPA: 3.82*

- **Relevant Coursework:** Data Structures and Algorithms, Web Front-End Engineering, Web Back-End Engineering, File Structures and Database Systems, Discrete Mathematics, Calculus I-III, Lin Alg & Diff Eqs.

Technical Skills

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

Experience

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.

Software Engineer Intern May 2025 – Aug 2025
Glenair, Inc. *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.
- 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.

Crew Trainer June 2022 – May 2025
McDonalds *Chino, 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) | *Club President, Board Officer* 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.

International Collegiate Programming Contest (ICPC) | *Participant* Nov 2024

- Utilized real-time problem-solving strategies, optimized code efficiency, and communicated effectively under the pressure of a 5-hour time limit to tackle complex challenges in a competitive environment.
- Placed **1st** out of 6 teams from CSUF and 29th out of 84 teams overall in the SoCal regional competition.