# FAITH RECINOS GARCIA

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## EDUCATION

**University of Southern California** Los Angeles, CA
**Bachelor of Science, Computer Science Games** August 2022-Present

- Minors: Applied Artifical Intelligence and Cybersecurity
- Relevant course work: Data Structures and Object Orientation, Discrete Methods of Computer Science Intro. to Computer Systems, Applied Neural Networks, Enterprise Networks: Design and Architecture, Linear Algebra

**University of Southern California** Los Angeles, CA
**Masters of Science, Computer Science** August 2025-Present

- Relevant course work: Multimedia Systems Design, Database Systems, Information Retrieval and Web Search Engines

## SKILLS & INTERESTS

- Languages: C++, Python, HTML, CSS, Assembly, Java, MySQL
- Frameworks: TensorFlow, NumPy, Pandas, Scikit-learn, Keras
- Technical: OpenAPI, BERT, Transformers, LLMs, RAG (Retrieval-Augmented Generation), Git, GitHub, VS Code, Docker, Excel, Figma, Mailchimp

## ACADEMIC PROJECTS

**Recommendation Engine | Python, Streamlit, NLP, SerpAPI**

- Developed a transparent ranking system utilizing Cosine Similarity and weighted scoring for explainable product matches.
- Engineered a modular pipeline to process real-time Amazon data via SerpAPI into a unified scoring metric.
- Built a Streamlit dashboard featuring live data caching, session tracking, and comparative visualization tools.

**Automated Jigsaw Puzzle Solver | Python, OpenCV, NumPy**

- Architected a CV pipeline in Python to process high-resolution images using automated thresholding and data caching.
- Engineered geometric transformations to normalize piece orientation via affine rotations and centroid detection.
- Implemented a weighted scoring model using NumPy to evaluate piece combinations based on multi-channel feature extraction.

**The Legend of Zelda (NES) Remake | C++, SDL2, GitHub**

- Engineered core game systems including player controls, collision detection, and combat logic in C++
- Implemented A* pathfinding with priority queue and event-driven callbacks to manage enemy behaviors and player interactions
- Utilized GitHub for version control to upload latest version and iterative development to improve playability

**Dynamic Memory Allocator (C) | Systems Programming Lab**

- Devised and implemented a dynamic memory allocator in C, creating custom malloc, free, and realloc routines
- Optimized and tested memory management for efficiency and low fragmentation, including support for block coalescing and explicit free lists
- Evaluated allocator performance memory utilization and iterating via GitHub for version control

## EXPERIENCE

**Information Technology Services** Los Angeles, CA
**Student Worker | Learning Environment Solutions Engineer** February 2023-Present

- Troubleshoot for hardware and software failures, including projector signal loss, Zoom audio feedback, and device connectivity errors
- Coordinate rapid responses to technical disruptions, minimizing downtime and improving participant experience in virtual and hybrid sessions

**User Behavioristics Research, Inc** Los Angeles, CA
**Intern** May 2025-November 2025

- Executed systematic behavioral analysis of gameplay sessions to identify UX trends, categorizing player interactions into a structured dataset for cross-team review.
- Developed UX recommendations for onboarding and navigation optimized first-time user experience (FTUE).
- Authored formal research reports synthesizing gameplay data into actionable design insights for tutorial-level balancing.