Tony Guizar

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 github| linkedin| website

EDUCATION

Bachelor of Science - Computer Science   **Sep 2018 - Apr 2021**

University of California, Santa Cruz   *Santa Cruz, CA*

- **Dean's Honors** Sep 2022 - Jun 2024
- **Best Technical Achievement** Awarded to Golf Bash: Online, *2024 UCSC Game Awards*

SKILLS

Programming Languages   Python | JavaScript | TypeScript | HTML | CSS | C++ | C#

Technologies   Node.js | React.js | Bootstrap | Flask | MongoDB | Linux | Unix | CI/CD | Unity 3D

EXPERIENCE

Baskin School of Engineering   **Jan 2024 - Apr 2024**

Team Member, Grader   *Santa Cruz, CA*

- Engineered detailed **unit tests** to evaluate student **AI project** solutions, **cutting down manual review time by 60%**
- Spearheaded **automation** efforts by crafting Python scripts to **streamline the grading process** for over **200 student projects**.

Cruzio Internet   **Feb 2019 - Sep 2022**

Crew Chief of Field Operations   *Santa Cruz, CA*

- Lead a team of **9 network technicians** on daily wireless, fiber and telecom installations across Santa Cruz County for residential, commercial, and infrastructure projects.
- Coordinated the efficient execution of a **150 unit** residential installation project, **optimizing operations** and leading a dedicated **team of 10** to successful completion in **less than 3 months**.

NOTABLE PROJECTS

Golf Bash: Online   **Jan 2024 - Present**

Lead Programmer, Network and Deployment   *Santa Cruz, CA*

- Engineered a seamless **global multiplayer experience** for a 3D physics-based golf party game facilitating **effortless player connectivity** and online interaction.
- Developed a **robust multiplayer framework** enabling a team of **8 gameplay programmers** to create low-latency, player-to-player interactions with a simple and efficient **API design**.
- Reduced deployment time by **80%** by implementing a **CI/CD pipeline** using **GitHub Actions** to automate **multi-OS build creation**, **build testing**, and **WebGL deployment** to a public website.

FutPlanner   **Dec 2023 - Jan 2024**

Full Stack Developer   *Palo Alto, CA*

- Enabled users to search and browse **over 5,900 football clubs** and leagues, and create a **personalized match planner** that can be **seamlessly imported** into any **Google account**.
- Leveraged **Google Calendar API** and **OAuth2 authentication** flow to create up to **160 unique calendar events** per request.

Satirical Article Generator   **Jan 2024 - Feb 2024**

Full Stack Developer   *Santa Cruz, CA*

- Utilized **NewsAPI** to fetch the latest articles and **OpenAI** to craft humorous, satirical versions.
- Generated over **500 articles**, each with a **unique seed** for easy sharing and replication of content.

AI Personalized Interactive Fiction   **Jul 2023 - Aug 2023**

Researcher, Programmer   *Santa Cruz, CA*

- Developed text-to-sound models for an **AI-driven interactive fiction prototype** that engages young children in **personalized storytelling experiences**.