

Andy Garcia

Software Developer

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Projects

Mods for *Mount and Blade II: Bannerlord & Worldbox*

- Developed and shipped 5 C# gameplay mods by identifying unmet player needs, implementing extensible mechanics, and publishing to Steam/Nexus, resulting in 20,000+ total downloads.
- Reverse-engineered closed-source game systems using dnSpy to enable custom feature extensions not supported by the base engine.
- Designed modular scripts and data-driven configs to enable rapid iteration without recompiling.
- Debugged race conditions, memory leaks, and save-load edge cases across multiple game versions.

GPT-RPG

- Developed a Unity-based RPG where GPT-3 acted as a dynamic Dungeon Master, generating narrative, dialogue, and quest outcomes at runtime.
- Optimized request frequency and token usage, reducing perceived latency by ~60% while maintaining gameplay coherence.

Fire and Furious

- Implemented procedural level generation in Unity(C#) using seeded randomness and weighted spawning.
- Built finite-state-machine based enemy AI across 5+ enemy classes.
- Optimized rendering + object lifecycle using pooling to maintain stable FPS.

Portfolio Website

- Built and deployed a responsive portfolio website using HTML, CSS, and JavaScript, achieving a 90+ Lighthouse performance and accessibility score.

Experience

Sky River Casino

March 2025-Current

IT Technician

Sacramento, CA

- Led configuration and deployment of 50+ Windows-based machines across gaming, back office, and surveillance operations, ensuring full compliance with casino security policies and regulatory standards.
- Authored and contributed to over 10 internal documentation guides for common issues and onboarding procedures, accelerating technician training time and reducing reliance on senior staff.
- Managed hardware inventory of 300+ devices, ensuring accurate and updated records.

Skills

Languages

C#, C++, JavaScript, Spanish

Developer Tools

Git, GitHub, Visual Studio, dnSpy

Frameworks/Engines

Unity

Education

California State University, Fullerton

May 2024

Bachelor of Science, Computer Science

GPA: 3.44/4.0

- Related Courses: Artificial Intelligence, Cyber Security, Data Structures, Mobile App Development, Operating Systems Concepts, Principles of Computer Graphics, Intro to Game Design & Production