Freddy Garcia

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Education

Rochester Institute of Technology   *Expected graduation: Spring 2015*
Rochester, NY   *GPA: 3.41*

> B.S. in Game Design and Development
> Minor in Japanese Language and Culture
> Kyoto Study Abroad Program at Doshisha University (May-August 2013)
> German Game Design Study Abroad Program at Paderborn University (May-June 2014)

Relevant Courses Taken:

Foundations of Game Graphics Programming | AI for Game Environments | Casual Game Development | Data Structures and Algorithms I & II | Mobile Game Development | Rich Media Web App Development

Projects

Food Friends: Created during a game jam at the University of Paderborn in Germany, Food Friends is a casual game built using Javascript in a team of eight students from Both Germany and the U.S. In order to stay true to the game jam's theme of Transatlantic Friendship, Food Friends' core objective is to control various countries into eating food that isn't associated with their own countries.

Chocofling: Worked in a team of three during the RIT iOS App Challenge to design and develop a casual game in four days that implemented a physics API using the Sprite Kit Framework. The implementation included gravity, impulse, and air friction; all of which helped to significantly add versatility to the game.

Break[in]: In a team of two, created a breakout-esque game in C++. The game was rendered using OpenGL with the use of helper libraries such as GLFW, GLM, and GLEW. In addition, sound in the form of background music and sound effects were implemented using OpenAL. The purpose of Break[in] was for the team to become more familiar with graphics libraries.

Skills

Languages: C | C++ | Objective-C | C# | Javascript | HTML5 | CSS 3 | PHP | Java | ActionScript 3.0 | SQL
Software: Visual Studio 2008-2012 | Xcode 4.6+ | Autodesk Maya | Adobe Flash | Adobe Photoshop
Technologies: Git | Unity3D | MySQL | ASP.NET 4.5 | XNA 4.0
Libraries: OpenGL 3.2+ | DirectX 11 | Three.js | OpenAL | JQuery

Miscellaneous

Spoken Languages: English | Spanish | Japanese (Advanced)
Electronic Gaming Society at RIT: Photographer (2011 - present)
Asian Culture Society at RIT: Photographer (2012 - 2013)