

Freddy Garcia

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Education

Rochester Institute of Technology

Expected graduation: Spring 2015

B.S. in Game Design and Development

GPA: 3.43

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)

Experience

Vistaprint

Lexington, MA

Software Engineer Intern

June-August 2014

Designed and developed user interface for a web-based tool used for manufactured product introduction.

Implemented data validation and business logic using JavaScript to automate data entry. Used a Git repository within Atlassian Stash for source control.

Projects

Food Friends

University of Paderborn: Game Jam

A casual game about controlling various countries into eating food that is not associated with them.

Implemented buttons and menu navigation within the game using JavaScript. Improved code readability by abstracting code unrelated to the game loop to separate modules. Under a lead programmer role, gave specific tasks to others in order to limit bottlenecks during development.

Chocofling

RIT iOS App Challenge 2014

A casual game where the player flings fondue at falling food while avoiding non-food objects.

Implemented various aspects of the game loop, such as collision detection, spawning, and power-ups.

Implemented a high score system to elevate the game's replay value.

Break[in]

A breakout game created in C++ using OpenGL and OpenAL.

Implemented the rendering of all assets in the game. Developed and implemented a framework using OpenAL to play WAV files. Implemented the main game loop, and handled menu navigations.

Skills

Languages: C | C++ | Objective-C | C# | JavaScript | HTML5 | CSS 3 | PHP | Java | ActionScript 3.0 | SQL

Libraries: OpenGL 3.2+ | DirectX 11 | Three.js | OpenAL | jQuery | .NET 4.5 | XNA 4.0

Software: Visual Studio 2008-2013 | Xcode 4.6+ | Git | Unity 3D | MySQL | Autodesk Maya | Adobe Flash
Adobe Photoshop

Miscellaneous

Spoken Languages: English | Spanish | Japanese (Advanced)

Electronic Gaming Society at RIT: Photographer (2011 - present)

Asian Culture Society at RIT: Photographer (2012 - 2013)