Freddy Garcia

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Education

Rochester Institute of Technology   *Expected graduation: Spring 2015*
Rochester, NY   *GPA: 3.38*

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

Relevant Courses Taken:
Foundations of Game Graphics Programming *(current)* | AI for Game Environments *(current)* |
Casual Game Development *(current)* | Data Structures and Algorithms I & II | Mobile Game
Development | Rich Media Web App Development

Projects

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# | Java | Javascript | HTML5 | CSS 3 | PHP | ActionScript 3.0 | SQL
Software: Visual Studio 2008-2012 | Xcode | Autodesk Maya | Adobe Flash | Adobe Photoshop
Technologies: OpenGL 3.2+ | DirectX 11 | Three.js | OpenAL | Git | Unity | MySQL | XNA 4.0

Miscellaneous

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