

Freddy Garcia

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Education

Rochester Institute of Technology

Expected graduation: May 2015

Bachelor of Science in Game Design and Development

GPA: 3.38

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.

1st Playable Productions

Troy, NY

Game Programmer Intern

January 2015 - Present

- ✱ Currently implementing gameplay functionality using C++ and Eclipse for an unreleased title.
- ✱ Documenting changes made to source code to help simplify understanding of changes implemented.
- ✱ Using an SVN repository with TortoiseSVN for source control.

Projects

Food Friends

Paderborn University: Game Jam

- ✱ Designed and developed a casual game about controlling countries into eating food not associated with them.
- ✱ As lead programmer, assigned tasks to other programmers to prevent bottlenecks during development.
- ✱ Implemented buttons and menu navigation using JavaScript.
- ✱ Improved code readability by abstracting functionality unrelated to gameplay to separate modules.

Moto

- ✱ Designed and developed a 3D naval combat game in C++ using DirectX 11.
- ✱ Implemented wireframe rasterization usable by all assets in the game.
- ✱ Developed and implemented a skybox shader.
- ✱ Improved upon a previously developed audio framework to play WAV and OGG files using OpenAL.

Break[in]

- ✱ Designed and developed a 2D breakout game in C++ using OpenGL and OpenAL.
- ✱ Implemented rendering of all assets in the game.
- ✱ Developed and implemented an audio framework using OpenAL to play WAV files.
- ✱ Implemented gameplay and menu navigation.

Skills

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

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

Software: Visual Studio 2008+ | Unity | Eclipse | Xcode 4.6+ | Git | SVN | Autodesk Maya | Adobe Flash | Adobe Photoshop | Microsoft SQL Server | MySQL

Miscellaneous

Spoken Languages: English (Native) | Spanish (Native) | Japanese (Advanced)

Electronic Gaming Society at RIT: Photographer (September 2011 - September 2014)

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