Garrett Monteiro

📞 *(510) 878 0780*
✉ *gmonteir@calpoly.edu*
🖥 *linkedin.com/in/garrett-monteiro/*

Summary

Detail-oriented Computer Science undergraduate with three years of experience in the software development field focused on developing bold new ways to revolutionize the themed entertainment industry using cutting-edge technology.

Education

Expected 2021 (Junior) — **B.S. in Computer Science, Concentration in Interactive Entertainment**, *California Polytechnic State University*, San Luis Obispo.
Selected Coursework: Game Design, Design and Analysis of Algorithms, Systems Programming, Project-Based Object-Oriented Programming and Design, Data Structures

Experience

2019 — **Project Lead**, *The Time Rift*, San Luis Obispo.
- Worked with a team of three other students to design and create a 2D sci-fi platformer in Unity
- Continuously iterated upon our design over the course of 10 weeks
- Designed two levels from scratch and implemented unique game mechanics using C#
- My experience taught me about intentional design and what makes experiences meaningful

2018 — **Project Coordinator**, *Cornell Theme Park Design Competition*, San Luis Obispo.
- Designed "Lair of the Leviathan", a water ride themed after a dilapidated tourist attraction
- Wrote the story and concept behind the ride, tying into the history of a fictional theme park
- Conceptualized several unique ride elements according to ASTM F24 standards
- Reworked our concept to fit our site plan and $20 million budget

2016–Present — **IT Development Intern**, *OSISoft, LLC*, San Leandro.
- Wrote scripts and tools in C# to migrate and consolidate multiple VSTS projects, a process that is currently impossible natively within VSTS
- Used Microsoft PowerBI to create displays detailing backlogs and bugs for all of the projects across IT
- My tools improved department efficiency and allowed my visually impaired supervisor to work more easily

Other Experience

2017–Present — Cal Poly Amusement Park Engineers and Designers Project Lead; Spanos Theatre Stage Technician

Projects

Iron Man Suit — Currently working on creating a wearable replica Iron Man suit complete with a motorized helmet and embedded Mixed Reality

Bicycle Shop — Used Vue.js, Bulma, and MySQL to create a shopping website for a fictional bicycle shop, including account creation and order and user management

2D Platformer — Used the Godot Engine to create a 2D platforming game about three dogs and their journey home

Software Rasterizer — Wrote a program in C++ to read in and render .obj meshes to an image via software rasterization

Visual Novel — Used computer vision to create a visual novel that uses facial recognition to detect the player's emotions

Virtual Reality — Currently using Unity and the OpenVR SDK to create a VR role playing game demo

Skills

Programming
- Python
- Java, SQL
- C/C++/C#
- JavaScript, Node.js

Software
- OpenGL, Unity
- Photoshop, After Effects
- Git, Bash, Linux
- Maya, Meshmixer