

# Daniel Garcia

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## Education:

### **Stony Brook University**

*August 2016 - Present*

- B.S. in Computer Science
  - Striving to specialize in Game Development
  - Expected date of graduation: May 2020
  - GPA: 3.12
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## Relevant Coursework:

### **CSE 214: Computer Science II**

*January 2017 – May 2017*

- Covered several data structures associated with lists, stacks, queues, trees, heaps, priority queues, and graphs
- Examined different sorting and searching algorithms to improve machine run-time and space-time efficiency
- Utilized recursive programming extensively to reduce coding redundancy

### **CSE 114: Computer Science I**

*August 2016 – December 2016*

- Introduced to Object-Oriented Programming through the programming language of Java
  - Covered in-depth topics on array manipulations, objects and classes, encapsulation, inheritance, polymorphism, exceptions, and file I/O
  - Completed a final project by implementing the card game of Scrimish in Java's console to be played against a computer-operated player
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## Personal Projects:

### **Scrimish Card Game (with GUI)**

*May 2017 – June 2017*

- Remodeled a final project created in CSE 114 into an interactive game with a graphical user interface
  - Utilized JavaFX to design an interface that manipulates movements by mouse through the use of custom buttons, text boxes, menus, and event-handled objects.
  - Constructed a uniform back-end data structure to prevent bugs and errors from disrupting user gameplay and experience
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## Relevant Skills:

- **Programming Languages:** Java (Intermediate), Python (Basic)
- **Web Development:** JavaScript (Basic), HTML5 (Basic)
- **Editing Software:** Sony Vegas Pro (Intermediate), Adobe Photoshop (Basic)
- **Languages:** English, Tagalog, Spanish (Basic)