

Marcos U. Alcantar

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EDUCATION

University of California, Davis

Bachelor of Science, Computer Science

GPA: 3.25

Davis, CA

June 2019

Relevant Coursework: Software & Obj-Oriented Programming, Discrete Math, Data Structures, Algorithm Design, Computer Architecture, Web Programming, Software Tools, Computer Graphics, Operating Systems, Game Programming.

SKILLS

Languages (Proficient): C, C++, C#

Languages (Familiar): JavaScript, CSS, HTML, Python

Tools and Frameworks: Git, Unity3D, CLI, Adobe Photoshop

Native Language: Fluent in both spoken and written Spanish

PROJECTS

The Struggle – Game:

Unity, C#

- Developed a 2D platformer game in a team of 5 using the Unity engine.
- Implemented and documented the movement and audio systems.
- Assisted other teammates unfamiliar with the Unity framework in implementing gameplay systems, including inputs and animations.

Alternate Universe – Game:

Unity, C#

- Developed a top down 2D shooter game in a team of 4 for the 2018 Hornet and Aggie Game Jam that won 2nd place, judged by professional game developers.

Pong Clone:

SDL2, C++

- Recreated a 1-player version of the game “Pong” with a simple AI using the SDL2 development library.

Curve Drawing Editor:

OpenGL, C++

- Implemented a program that, given user input, generates points for and renders Bezier and B-Spline curves using the de Casteljau and de Boor algorithms, respectively.

WORK EXPERIENCE

McDonald's - Crew Member/Trainer: Napa, CA

June 2014 – August 2015

- Ensured efficiency and quality when cooking ingredients, such as patties, chicken, and eggs, at the grill station, and assembling burgers in a timely fashion.
- Maintained an organized and clean environment by sweeping, mopping, washing and sanitizing dishes.
- Trained new employees in the kitchen as fry cooks or line assemblers, fostering leadership and teamwork skills.