

Mario Lucido

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EDUCATION

Sonoma State University, Rohnert Park, CA

Bachelor of Science in Computer Science (Minor: Philosophy)

GPA: 3.911 | **Dean's List** (Fall 2023, Spring 2024, Fall 2024)

Expected Graduation: May 2026

- **Relevant Coursework:** Introduction to Unix, Discrete Structures, Data Structures, Computer Organization, Computer Graphics, Linear Algebra, Ethics and Value Theory, Philosophy and Robotics, Database Management System Design, Quantum Computing, Computer Architecture

TECHNICAL SKILLS

- **Programming:** Java, Python, C++, SQL, HTML, CSS, JavaScript, Three.js
- **Tools:** Git, Vim, Visual Studio Code, Eclipse, npm, Vite
- **Expertise:** Software Development, Computer Graphics, Game Development, Data Structures, Algorithms, Cybersecurity, Database Management, Computer Architecture, Quantum Computing

EXPERIENCE

Frogger-Inspired Game | 2024

- Developed a Frogger-style game using Three.js and JavaScript.
- Implemented player movement, collision detection, and dynamic obstacle behavior.
- Designed a scoring system that increases difficulty by speeding up obstacles over time.
- Utilized Three.js for rendering, adding textures, lighting effects, and a top-down perspective.

Plants vs. Zombies Clone | 2023

- Developed a tower-defense game using Java, leveraging inheritance and polymorphism.
- Integrated debugging processes to ensure efficient memory usage and stability.
- Utilized data structures to manage complex game entities effectively.

Soccer Referee | 2019 – 2022

- Improved leadership and decision-making by officiating games under pressure.
- Managed teams of diverse players, showcasing adaptability.
- Developed critical communication skills useful in collaborative environments.