

Mario Lucido

MarioLucido94@gmail.com | (707) 301-0025

Website: mariofoint.github.io | *LinkedIn*: linkedin.com/in/mario-lucido-b556a628a/

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: December 2026

Relevant Coursework: Data Structures, Computer Organization, Computer Graphics, Linear Algebra with Applications, Discrete Structures, Computer Architecture, Database Management System Design, Quantum Computing, Ethics & Value Theory, Philosophy & Robotics

Technical Experience

Programming: Java, C++, Python, SQL, JavaScript, HTML, CSS

Tools & Frameworks: Git, Visual Studio Code, Eclipse, Vim, Three.js

Expertise: Software Development, Software Performance Optimization, Graphics

Experiences

Frogger-Inspired Game, Fall 2024

- Developed a Frogger-style arcade game using Three.js and JavaScript, incorporating player movement, collision detection, and dynamic obstacles.
- Designed a progressive difficulty system, where obstacles increase in speed as the player advances.
- Implemented texturing and lighting effects for an immersive experience.

Pyramid Puzzle Toy, Spring 2023

- Designed educational tool for Sonoma State University's children's school to foster collaboration, problem-solving, and teamwork among learners aged 5-7.
- Features a breakable four-part structure with puzzle pieces, encouraging shared learning experiences and promoting fine motor skill development and spatial reasoning.
- Refined through multiple prototype iterations, improving size scaling and structural stability.

Technology Intern @ OurCo, March 2025 – Present (Remote)

- Focused on Quality Assurance
- Using GitHub Issues to manage tickets and track feature progress