

Gary “Mitch” Robards

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Education

San Diego State University

Bachelor of Science in Computer Science

San Diego, CA

May 2023

- Dean's List Fall 2020, Spring 2021, Fall 2021, Spring 2022

Relevant Coursework

- | | | |
|-------------------------|--|------------------------------------|
| • Data Structures | • Intro Artificial Intelligence | • Discrete Mathematics |
| • Computer Architecture | • Intro Linear Algebra | • Database Theory & Implementation |
| • Systems Programming | • Programming Languages | • Computer Security |
| • Algorithms | • Machine Organization & Assembly Language | • Operating Systems |
| • 3D Game Programming | | |

Experience

REO Front Desk Assistant/Security Monitor

August 2021 - May 2023

San Diego State University

San Diego, CA

- * Provided assistance and information to student guests as a Front Desk Associate as part of the Residential Education Office in a residential dorm during the school year
- * Maintained records of important events, guests, charges, maintenance, and security concerns by entering data into various software programs
- * Handled incoming phone calls by providing accurate information and directing calls to the relevant staff as needed
- * Managed check-ins and check-outs of student guests, ensuring a smooth and efficient experience
- * Ensured building security by preventing unauthorized individuals from entering

Summer Conference Desk Assistant

May 2022 - August 2022

San Diego State University

San Diego, CA

- * Provided customer service and support to students, guests, and summer camp participants in campus dormitories across campus
- * Logged information across multiple pieces of software to ensure ease of information across the team
- * Developed and upheld strong relationships with guests and residents through exceptional customer service
- * Promptly addressed requests from guests by serving as a resource person, checking out equipment, etc.
- * Identified and reported certain events/concerning behaviors

Projects

SIC/XE Disassembler | C++

September 2022

- * Developed a disassembler for the fictitious computer architecture known as SIC/XE
- * Takes object code as input and produces the corresponding assembly instructions

3D Platform Game | C#, Git, Unity

April 2022 - May 2022

- * Worked in a team to design and develop a 3D platforming game utilizing the Unity Engine and C#.
- * Implemented various game mechanics such as player movement and environmental movement
- * Worked on the main menu and in-game user interface

Skills

Languages: C#, C++, Java, Python, SQL, JavaScript, HTML, CSS

Operating Systems: Windows, Linux, Mac

Developer Tools: Visual Studio, VS Code, Git, PyCharm, Eclipse, Unity, Excel, Powerpoint, Word