

# Gary “Mitch” Robards

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## Education

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### 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

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|-------------------------|--|------------------------------------|
| • 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

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### 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

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### 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-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

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

**Operating Systems:** Windows, Linux, Mac

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