Gary "Mitch" Robards

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Education

San Diego State University   San Diego, CA
Bachelor of Science in Computer Science   *May 2023*

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

Relevant Coursework

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

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.

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

Weather App | *React, JavaScript, HTML, CSS*   **December 2023 - Jan 2024**

- ∗ Developed a weather app using React, integrating OpenWeather API and Google Map API
- ∗ Implemented a feature that allows the app to display multiple locations simultaneously
- ∗ Designed and implemented a user-friendly interface with both minimized and expanded views for each location

Skills

Languages: C#, C++, Java, Python, SQL, JavaScript, HTML, CSS
Operating Systems: Windows, Linux, Mac
Libraries: React
Developer Tools: Visual Studio, VS Code, Git, Unity