Sebastian Francis Garcia Cruz

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EDUCATION

Loyola Marymount University   **May 2024**
Bachelor of Science, Computer Science; Minor in Interactive, Gaming, and Immersive Media   *Los Angeles, CA*
- **GPA: 3.89**; *Magna Cum Laude*
- **Relevant Coursework:** Data Structures, Algorithms, Game Development, Game Design, Mobile Application Development, Machine Learning, Networks, Computer Systems Organization, Linear Algebra
    - **Campus Activities:** *Member of Filipino and Chinese Cultural Clubs (Isang Bansa, Han Tao); Previous club shirt designer for Japanese Cultural Club (Nikkei)*

WORK EXPERIENCE

Data Structures and Algorithms Teaching Assistant   **August 2023 – May 2024**
Loyola Marymount University   *Los Angeles, CA*
- Assisted over 75 students in improving their understanding of data structures and algorithms through personalized tutoring sessions, focusing on Python-based assignments.
    - Collaborated with professors to manage grading responsibilities, ensuring timely feedback while reducing their workload by 3 hours per week.
- Provided detailed feedback on homework and tests, helping students improve their understanding of complex topics and code quality.

Distribution Center Student Worker   **August 2022 – May 2024**
Loyola Marymount University   *Los Angeles, CA*
- Collaborated with supervisors and fellow student assistants to unload, sort, and deliver packages efficiently, ensuring timely distribution across campus departments.
- Coordinated with team members and front desk staff to process student packages, providing customer service support by effectively communicating with students, faculty, and staff to resolve inquiries.
- Assisted in managing mail metering and processing tasks, ensuring compliance with shipping regulations and meeting deadlines through effective teamwork.

PROJECTS

Keyboard Warrior - Video Game
- Responsible for the entire development of the game, including design, coding, and testing.
- A dynamic typing learning program based on the **Unity** game engine.
- Provides an entertaining and interactive way for users to improve their typing skills, placing a strong emphasis on accuracy, speed, and ability to handle complexity.

Quickcast - Video Game
- Handled every phase of the game development, including design, coding, and testing.
    - Utilized the Point-Cloud Gesture Recognizer tool from the Unity Asset Store to implement advanced gesture recognition capabilities within the game.
- A shoot 'em up program based on the **Unity** game engine.
    - Prepare spells by drawing specific shapes; combine different spells into one powerful cast.

Blendify - Music Web Application
- Served as project manager within a small team, responsible for UI design and framework, as well as front-end development.
- A dynamic music curation interface developed with **React.js** that utilizes the Spotify API and OAuth authentication.
    - Recommends songs that match an inputted song based on its beats-per-minute.

SKILLS & INTERESTS

- **Languages:** C#, TypeScript, HTML, CSS, JavaScript, Java, Python, C, C++, Swift
- **Frameworks/Technologies:** Unity, React.js, Node.js, Mantine UI, Figma UX/UI, Git