

Freddy Garcia

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Skills

Languages: C# | C++ | Objective-C | JavaScript | Bash | Python | Java | HTML5 | CSS3 | PHP

Libraries: OpenGL 3.2+ | DirectX 11 | PhaserJS | Three.js | Canvas | OpenAL | jQuery

Software: Unity 4.6+ | Git | Visual Studio 2008+ | Eclipse | Xcode 4.6+ | SVN | JIRA | Bugzilla | Maya

Spoken Languages: English (Native) | Spanish (Native) | Japanese (JLPT N3)

Experience

Genius Plaza

Game Programmer

- Lead developer for an educational math game implemented using C# in Unity 5.
- Delegated development and production tasks for multiple games.
- Developed backend REST API functionality used across multiple games using PHP.
- Interfaced mobile apps with Amazon Web Services to upload and retrieve images and videos from S3.
- Maintained app store listings on Google Play, iTunes Connect, and Amazon Marketplace.
- Modeled questions and interviewed potential candidates for full-time and intern roles.

1st Playable Productions

Game Programmer

- Implemented game functionality for various levels in "LeapFrog Imagicard™ PAW Patrol" using C++.
- Engineered build automation scripts utilized in porting over twenty games to a new platform using Bash.
- Solved platform-specific issues across various games using Python and C++.

Vistaprint

Software Engineer Intern

- Designed and developed user interface for a web-based tool used for manufactured product introduction.
- Implemented data validation and business logic using JavaScript to automate data entry.

Projects

Global Game Jam 2016

Mahou Shoujo Something Something

- Designed and developed a twin-stick shooter using JavaScript with PhaserJS.
- Implemented menu navigation and UI elements.
- Implemented enemy instantiation and AI.

Hack@Brown 2016

TronOculus

- Designed and developed a 3D virtual reality game inspired by Tron light cycle.
- Implemented Unity integration with Oculus Rift using C# in Unity 5.

Education

Rochester Institute of Technology

September 2011 - May 2015

Bachelor of Science in Game Design and Development

GPA: 3.39

- Minor in Japanese Language and Culture
- Kyoto Study Abroad Program at Doshisha University
- German Game Design Study Abroad Program at Paderborn University

Extracurricular

Electronic Gaming Society at RIT: Photographer

September 2011 - September 2014

Asian Culture Society at RIT: Photographer

September 2012 - May 2013