

Freddy Garcia

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Software Engineer with knowledge of diverse operating systems and platforms. Experience leading development and launch of core features and products using agile methodologies. Comfortable switching to new development environments quickly and effectively, as well as collaborating with cross-functional teams.

Skills

Languages: C#, C++, Python, JavaScript, Bash, HTML5, CSS3, PHP, Java
APIs: OpenGL 3.2+, AWS, PhaserJS, Canvas, OpenAL
Software: Unity 5+, Git, Visual Studio 2012+, Eclipse, SVN, JIRA
Spoken Languages: English (Native), Spanish (Native), Japanese (JLPT N3)

Experience

Unity Developer (Contract) - Museum of Sex 03/2022 - Present

- Implementing functionality for a mixed-reality game with the Kinect V2 using Unity and C#.
- Testing game features using different physical game locations for production and development.

Programmer (Contract) - Facetank, LLC 07/2019 - 09/2019

- Generated and stored OpenStreetMap images using Python, AWS Lambda, and Amazon S3.
- Implemented functionality for retrieving the above images using PHP.
- Implemented animations for a wrist-mounted UI tool in VR using Unity 2018.

Game Programmer - Genius Plaza 03/2016 - 03/2017

- Lead development on "Mad Minute Plaza", a mobile game implemented using C# in Unity.
- Assigned development and production tasks, such as art assets and translations.
- Developed API functionality used for all the company's mobile games using PHP.
- Connected apps through AWS to upload and retrieve images and videos from Amazon S3.
- Published and maintained Android and iOS app store listings on Google Play, iTunes Connect, and Amazon Marketplace.

Game Programmer - 1st Playable Productions 01/2015 - 10/2015

- Implemented game functionality for levels in "LeapFrog Imagicard™ PAW Patrol" using C++.
- Maintained build automation scripts in Bash to port games to the LeapFrog Epic tablet.
- Solved platform-specific issues when porting multiple games to Android using Python and C++.

Software Engineer Intern - Vistaprint 06/2014 - 08/2014

- Developed UI for a web tool used in manufactured product introduction.
- Implemented data validation and business logic using JavaScript to automate data entry.

Projects

Programmer - Global Game Jam 2016 01/2016

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

Education

B.S. in Game Design and Development - Rochester Institute of Technology 09/2011 - 05/2015

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