Marcos U. Alcantar

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EDUCATION

University of California, Davis Bachelor of Science, Computer Science GPA: 3.25

Relevant Coursework: Software & Obj-Oriented Programming, Discrete Math, Data Structures, Algorithm Design, Computer Architecture, Web Programming, Linear Algebra, Computer Graphics, Operating Systems, Game Programming.

SKILLS

Languages (Proficient): C, C++, C# Languages (Familiar): JavaScript, CSS, HTML, Python Tools and Frameworks: Git, Unity3D, CLI, Adobe Photoshop Native Language: Fluent in both spoken and written Spanish

PROJECTS

The Struggle - Game:

- Developed a 2D platformer game in a team of 5 using the Unity engine. •
- Implemented and documented the movement and audio systems.
- Assisted other teammates unfamiliar with the Unity framework in implementing gameplay systems, including inputs and animations.

Alternate Universe - Game:

Developed a top down 2D shooter game in a team of 4 for the 2018 Hornet and Aggie Game Jam that won 2nd place, judged by professional game developers.

Pong Clone:

- Recreated a 1-player version of the game "Pong" with a simple AI.
- Designed and implemented low-level systems, including a state machine, collision detection, and graphics and texture handling,

Curve Drawing Editor:

Implemented a program that, given user input, generates, modifies, and renders Bezier and B-Spline curves using the de Casteljau and de Boor algorithms, respectively.

WORK EXPERIENCE

McDonald's - Crew Member/Trainer: Napa, CA

- Ensured efficiency and quality when cooking ingredients, such as patties, chicken, and eggs, at the grill . station, and assembling burgers in a timely fashion.
- Maintained an organized and clean environment by sweeping, mopping, washing and sanitizing dishes.
- Trained new employees in the kitchen as fry cooks or line assemblers, fostering leadership and teamwork skills.

VOLUNTEER WORK

Napa High School - AVID Math Tutoring: Napa, CA

- Led AVID Tutorials and collaborated with groups of 9th grade AVID students who struggled with . mathematics.
- Interacted with students by asking questions, not simply giving answers to problems, to guide them through . math problems so they understood the concepts.

Davis, CA June 2019

June 2014 – August 2015

August 2014 – June 2015

Unity, C#

Unity, C#

SDL2, C++

OpenGL, C++