

Mark Gramata

Computer Science

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I am a recent Computer Science graduate from Cal Poly Pomona with a strong foundation in software engineering, game development, and collaborative team projects. I have developed and deployed original applications, where I built both the frontend and backend and integrated user authentication and interactive features. I thrive in fast-paced, team-oriented environments and am excited to bring my technical skills, problem-solving abilities, and passion for building scalable, user-focused software to your engineering team.

SKILLS & Relevant Coursework

• C++, C#, Java, Python, JavaScript, SQL • Git, GitHub, Visual Studio, IntelliJ, Android Studio, processing, AWS Services, Agile Methodologies	• Unreal Engine 5, Unity • Programming Languages & Software Development • Software Engineering (Full stack social media website)	• Web & Mobile: HTML/CSS, Node.js, Android • Game Development & Game AI • Computer Graphics (OpenGL)
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Relevant Experience

Vice President | Cal Poly Pomona Game Development Club (Mar 2024 - May 2025)

- Coordinated club activities including workshops and game jams to foster an agile and collaborative development environment.
- Mentored peers and facilitated team collaboration, mirroring agile review and code discussion practices.

Shift lead | Dunkin Franchise (June 2023 - Present)

- Managed team operations in a fast-paced environment, demonstrating strong multitasking and communication skills
- Trained new hires and led daily operations, showcasing the ability to adapt quickly and take ownership of responsibilities.

Shipping Specialist | Hussmann Corp (2018 - 2020)

- Managed shipping processes in an industrial manufacturing environment, handling commercial refrigeration equipment efficiently, and creation and managing shipment manifests.
- Including building specialized made per order shipping crates

EDUCATION

Bachelor of Science (B.S.), Computer Science | California State Polytechnic University-Pomona (2023-2025)

Irvine Valley College (2020 - 2023) Magna Cum Laude

HIGHLIGHTED PROJECTS

Machine Citadel | Unreal Engine | Arena, Wave FPS

Led and prototyped "Machine Citadel" (Unreal Engine FPS), managing a three-person team and delivering a playable multiplayer MVP.

Skyward Citadel | Unity | 2D Platformer

Led a team of four to design and develop core mechanics and levels from scratch.

Where to Eat Machine | Dart, Flutter | Google Play Restaurant recommender app

Developed and published a restaurant finder app using Dart, Flutter, and Google Maps API.

Circuit Social | React, Django, SQL | Social Media Website Project [SRS](#)

Developed and deployed a live Social Media website that supported a variety of features.

ACHIEVEMENTS

- Organized and hosted the CPP Game Development Club's annual game jam; ran regular meetings to foster community.
- Participated in two game jams, rapidly prototyping and collaborating on new game ideas.
- Mentored new club members in engine basics and project workflows.
- Played for IVC's Apex Legends Esports team, developing communication, strategy, and high-pressure teamwork skills.