

LAUREN A. THOMAN

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Computer Science Games | (760) 625-9188 | laurenathoman@gmail.com

EDUCATION

University of Southern California, Viterbi School of Engineering

Bachelor of Science in Computer Science Games | Expected May 2027

- Minor in Extended Reality Development and Design at Iovine and Young Academy

San Diego State University, Weber Honors College

Bachelor of Science in Computer Science (Transferred) | Aug 2023 – May 2024

FEATURED PROJECTS

Reflections - Game (Unity) • NeuraGaze – VisionOS Spatial Interaction Prototype

INTERNSHIP EXPERIENCE

IndieCade — Summer Game Design Internship

Intern | Remote | June 2025 - August 2025

- Developed gameplay systems in Unity using C#, collaborating with programmers and designers.
- Created in-game art assets and UI layouts in Procreate, maintaining consistency with the project's climate-centered narrative.
- Managed the full development cycle: scoped features, tracked milestones, ran playtests, and delivered a playable build on schedule.

WORK EXPERIENCE

USC Athletics – Lifeguard

Los Angeles, CA | September 2025 – Current

- Supervise aquatic facilities to ensure patron safety.
- Respond quickly to emergencies and administer first aid/CPR as needed.
- Maintain facility standards and support recreational programming with professionalism and reliability.

Mr. Bear Boutique

Entrepreneur | Los Angeles, CA | July 2024 – Current

- Launched and managed an Etsy storefront, generating 4,000+ views and \$2,000+ in sales.
- Analyzed customer behavior and sales metrics to optimize listings and drive growth.

PROJECTS & COURSEWORK HIGHLIGHTS

NeuraGaze, VisionOS Spatial Experience, IDSN 538 | January 2025 – December 2025

- Designed and prototyped a VisionOS spatial experience for Apple Vision Pro using Unity and Xcode to support users with learning disabilities. Built clear spatial UI and interaction flows that prioritize comfort, accessibility, and sustained use, applying game design principles such as feedback and pacing through iterative testing.

VisionOS Spatial Prototyping Research Lab, Honda | Current

- Selected for a stipend based research project in a small team of four to five students. Prototyping early stage spatial experiences for Apple Vision Pro through rapid iteration, testing interaction concepts and spatial workflows with an industry partner.

Reflections, Interactive Game Experience, CTIN 489 | January 2025 – December 2025

- Designed and developed an interactive Unity game focused on movement, exploration, and player driven discovery. Built core interaction systems and feedback loops that guide player attention through clarity, responsiveness, and iteration.

Snap Spectacles AR Experience, ACAD 207 | January 2025 – Current

- Built interactive AR experiences in Lens Studio with spatial triggers, animation systems, and real time performance considerations

Visual Effects and Motion Design, CTAN 462 | January 2025 – Current

- Created real time visual effects in Nuke and Maya with a focus on clarity, timing, and visual impact

3D Animation Pipeline, CTAN 452 Animation | January 2025 – Current

- Completed end to end 3D animation pipeline in Maya, producing a stylized character scene

LEADERSHIP EXPERIENCE

USC Art.ificial

Programming Chair | Los Angeles, CA | December 2025 - Current

- Leading technical programming initiatives for the first and only student organization focused on AI in entertainment, design, media, and creative technology.

USC Women's Club Water Polo Team

Vice President | Los Angeles, CA | August 2024 - Current

- Organize team events and have fundraised over \$5,000.
- Coordinate practices and community outreach within the Los Angeles area.

SKILLS

Programming: C#, C and C++, Java, Python, HTML, JavaScript

Engines & Tools: Unity, Unreal Engine, Lens Studio, Xcode, Git and GitHub, Maya, Blender, Nuke

Design & Creative: Figma, Photoshop, Affinity Designer, Affinity Photo, Procreate, Canva

Strengths: translating abstract ideas into tangible experiences, iteration through testing, blending technical execution with human centered design