

## LAUREN A. THOMAN

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## EDUCATION

**University of Southern California**, Viterbi School of Engineering

Bachelor of Science in Computer Science Games | Expected May 2027

- Relevant Coursework: Data Structures & OOD, Game Design Workshop, Intermediate Game Design, 3D Animation, Extended Reality Technologies

**San Diego State University**, Weber Honors College

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

- Dean's List; Completed Programming and Calculus sequences

## FEATURED PROJECTS

**Reflections - Game (Unity) • NeuraGaze – AR Cognitive Load App (VisionOS + Xcode)**

## 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.
- Led marketing efforts: designed promotional graphics, wrote social media copy, and coordinated launch announcements.

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**

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

- Designed and built an interactive AR lens using Lens Studio, focusing on real time visual effects, user interaction, and performance optimization. Implemented animation, spatial effects, and responsive triggers to enhance engagement while maintaining smooth playback across devices.

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

- Created real time visual effects using Nuke and Maya, including animated overlays, transitions, and interactive elements designed for clarity, timing, and visual impact, with emphasis on user driven effects, visual storytelling, and ongoing refinement.

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

- Completed the full 3D animation pipeline in Maya, including modeling, texturing, rigging, animation, lighting, and rendering. Produced a stylized character scene rendered in Arnold with focus on clarity, performance, and visual storytelling.

**AR and VR Experiences, IDSN 538 XR** | August 2025 – December 2025

- Designed and prototyped spatial experiences for VisionOS and AR using Unity and Xcode. Built spatial UI flows from Figma storyboards and optimized interaction design and performance for real time XR environments.

## **Unity Prototypes, CTIN 489 Game Design | August 2025 – December 2025**

- Developed multiple Unity prototypes including Reflections, implementing parkour style movement, narrative triggers, and modular minigame systems. Emphasized mechanics driven storytelling, rapid iteration, and structured playtesting to refine player experience.

## **Order Up Board Game, CTIN 488 Game Design | August 2025 – December 2025**

- Directed a five member team through full design and pitch of a physical board game. Led concept development, rules systems, and presentation, resulting in selection as a top three project by faculty.

## **LEADERSHIP EXPERIENCE**

### **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.

### **USC Art.Ificial**

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

- Led technical programming initiatives for the first and only student organization focused on AI in entertainment, design, media, and creative technology.
- Coordinated hands on workshops with professionals from Anthropic, using Claude to explore creative AI workflows for storytelling, design ideation, and interactive media projects.

## **SKILLS**

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

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

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

**Core Competencies:** Data structures, OOP, rapid prototyping, UX for interactive systems, iteration and playtesting, optimization mindset

**Additional:** Public speaking, digital marketing, video production, entrepreneurship