Leonardo Dulanto

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Education

University of California, Santa Cruz   *June 2022 – August 2024*

Bachelor of Science, Cognitive Science   *Santa Cruz, CA*

Emphasis on Artificial Intelligence and Human-Computer Interactions

Chabot College   *July 2019 - Transferred in June 2022*

Associate of Science, Liberal Arts and Sciences: Science, Math, and Technology   *Hayward, CA*

Projects

DANDY | https://cmpm146-final-project.vercel.app/**, Jul 2024 – Aug 2024**

- A D&D-inspired text-based adventure game
- Developed using TypeScript, JavaScript, and CSS
- Allowing players to go through 3 encounters. Gearing up, exploring a dungeon, and beating a dragon
- Our implemented LLM OpenAI would generate the narrative and control the decisions of all NPCs in the story
- Users controlled the main character, and the user's choices determined the story's progression

Aqua Runner | https://bit.ly/45ZjX0E**, Feb 2024 – Mar 2024**

- An endless runner game inspired by Aqua Teen Hunger Force.
- Utilized the Phaser framework and enhanced visual design using CSS styles
- Focused on character interactions and narrative elements
- Designed creative visual animations and implemented simple jumping mechanics under timed events
- Developed using HTML/CSS and JavaScript
- Designed engaging short animations and developed intuitive, user-friendly instructions, significantly enhancing the user experience

UC Smackdown | https://bit.ly/3Y6uYcS**, Nov 2023 – Dec 2023**

- Created a 2D platformer fighter game
- UC mascots fight each other around a set amount of UC campuses
- Built in GDevelop, UC Smackdown delivers tight, responsive gameplay
- Targets competitive gamers who enjoy intense gameplay

EduPal | https://bit.ly/3W9UhuX **, Sep 2023 - Dec 2023**

- Designed a digital assistant app to enhance educator collaboration
- Streamlining daily tasks and improving efficiency
- Developed in Figma, a concept AI chatbot to facilitate planning, answer basic queries, and manage discussion posts for educators and student assignments

Skills

Programming Languages: HTML/CSS, JavaScript, TypeScript, C++, Python, Java

Frameworks and Libraries: Phaser, React, Vite, Bootstrap

Development: Visual Studio Code, Sublime Text, GDevelop, Twine, Vim

Design: Adobe Photoshop, Illustrator, and XD, Figma, Blender

Productivity: Microsoft Excel, Google Slack, Google Sheets

Other: GitLab, GitHub, Bash, UNIX, Netlify, Data Structures and Algorithms