Lowell Batacan

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Education

University of California, Santa Cruz - Master of Science in Games and Playable Media
Expected Graduation 2025
California State University Channel Islands - Bachelor of Science in Computer Science, Minor in Game Development
Graduated May 2018
Southern California Regional Occupation Center - Certification in Game Design and Graphic Design
Completed 2012

Work Experience

Level 1 IT Support | **Integrated Security Solutions Inc. -** *Los Angeles, CA* **|** *September 2020 – January 2022*

- Collaborated with CCTV O&M engineers to maintain network security systems, handling tickets and working with technicians to troubleshoot and resolve issues
- Utilized project management tools such as Microsoft Teams to coordinate project pipelines and tasks for members

Projects

Kwyjibo Adventure | *Projected Release March 2025*

- Capstone project for UCSC GPM program in collaboration with a team, taking on role of 3d artist, environment artist, and technical artist
- Created 3D character and environment models, rigged and animated characters through Mixamo, adjusting weight paints and polishing bone constraints through Blender
- Developed NPC random generation with different clothing variations in Unity and animation manager for easy integration into combat systems, enabling a more efficient workflow

AI VTuber | *June 2024*

- Final project for AI in Games course for UCSC GPM program, coded in Python
- Created an AI that uses Gemini API as backend to respond to Twitch chat , connects to Twitch livestream of account with Twitch Stream Key to access and read messages
- Designed prompt that details personality and response format to enable parsing of data into various systems such as text-to-speech via Edge TTS and sprite rendering via PyGame

LLM Dating Sim | *April 2024*

- Game was developed in Godot and uses Gemini API. The core gameplay involves talking with the AI character to gain favorability and increase the relationship levels
- Created systems like unlocking features, such as locations and extra mechanics to interact with AI if the player increases relationship levels through positive interaction
- Gemini API keeps track of the conversation flow and generates responses in JSON format, Game Manager is coded in GDCscript and parses JSON response to display NPC sprite and text dialogue

Hanae Royal Flower Picker | *March 2021 – April 2021*

- Developed in Unity, a top down 2d pixel art story-driven game where you help a village by picking flowers for them.
- Designed and implemented a lite quest system using Inkle's Ink, creating modular dialogue and progression systems that allowed for dynamic character interactions and story-driven gameplay.
- Developed a day system and environmental progression mechanics, enabling players to unlock new areas and experience evolving narratives over five in-game days.

Skills

Programming Languages: C#, C++, Python, Java, Lua
Project Management: Microsoft Teams, ClickUp, Trello, Jira
AI Tools: Gemini API, Godot LLM
Tools: Visual Studio, GIT, Unity, Unreal, Godot, Love2D, Blender, Medibang, Aseprite, Microsoft Office, Google Suite, OBS Studio, PRTG Network Monitor
Other: Problem-solving, Debugging, Technical Documentation, Project Management, Agile, Teamwork

Other Projects

Dross | *November 2021 – January 2022*

- Developed in Unity, designed top-down 2d pixel game and revolving around the theme of cleaning ocean pollution
- Developed mission system that progresses the story and transitioning levels upon clearing pollution in an area, triggering dialogue events at the throughout the levels
- Utilized Inkle's Ink plugin to write dialogue, create dialogue system to display character sprites and text in visual novel format, designed UI with custom art and Unity Canvas

Tantalus | *March 2024*

- Final project for Level Design course for UCSC GPM program
- Developed in Godot in collaboration with a team, each member designed a section of a 3d level with gameplay based around traversing a large tree, combined each section in at end for a cohesive game experience
- Used Cyclops Level Builder to allow for easier prototyping and design with level design tools
- Using Kenney 3D Platformer Kit, modified the code to allow for flexible 3d camera movement with mouse, added extra abilities such as sprinting and double jump

International Student Visual Novel | *March 2024*

- Project for Serious games course for UCSC GPM program
- Developed in RenPy in collaboration with a team, game revolves around the story of an international transfer student and the struggles they face when adjusting to their new life
- Was responsible for coding and narrative design, programming branching dialogue, stress system, and free-time system which allows players to choose how to spend free time and reduce stress and increase other stats

Shoot o Treat | *March 2020*

- Personal project as an exercise for first-person shooter gameplay and level design
- Programmed basic first-person movement and shooting controls with different weapon types
- Using Breadcrumb AI, created basic enemy AI behavior and navigation to follow player's path if within range
- Using assets from Unity Asset Store and Itch.io Assets, designed level and integrating wave spawn system for enemies

Trip by 8-Bit | *May 2024*

- Project for Game Studio course in UCSC GPM program, in collaboration with a team as an exercise to design a game around an emotion
- Themed around nostalgia, player walks back home from a funeral, reminiscing about memories
- Was responsible for writing and narrative design, wrote dialogue that is triggered when player collects memories throughout the map
- Game uses a pixelation filter, developed and placed triggers that modifies the pixelation effect throughout the game
- Coded UI, creating text options such as scrolling text speed and dialogue time