Scott McCloskey

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Objective

Motivated and eager computer science student pursuing a career in artificial intelligence/software engineering/game development to utilize programming skills, leadership abilities, and innovative solutions.

EDUCATION

University of California, Irvine- Irvine, CA   Fall 2024 - Spring 2026
    Software Engineering B.S.
    GPA of 3.96
    Relevant Courses: Design & Analysis of Algorithms, Software Design, and Project Management

Saddleback College- Mission Viejo, CA
    IGETC Certification, Cyber Defense A.S., and a Computer Science A.S.   Summer 2021 - Spring 2024
    GPA of 3.92
    Relevant Courses: Linear Algebra, Assembly Language, and Data Structures

SKILLS

- Programming Languages: Python, Java, JavaScript, Typescript, C++, C#, Assembly, Node.js, PHP, & WebGL
- Web Design/Development: HTML5, HTML, CSS, React, Angular, Streamlit, & SCSS
- Game Engines: Unreal Engine & Unity
- Databases: MongoDB, SQLite, & MySQL
- APIs: Scopus, Wandb, OpenAI, & Self-hosted API servers
- UI Frameworks: PyQT, C++ QT, & Open WebUI
- Machine Learning: Pytorch, Tensorflow, Hugging Face, & Large Language Models
- Fine-tuning: Axolotl & Unsloth
- Reinforcement Learning: Deep Q-Learning & PPO
- Used Supercomputers: Perlmutter & Lawrencium

RELEVANT EXPERIENCE

LAWRENCE BERKELEY NATIONAL LABORATORY – ABPDU DIVISION   06/2024 - 09/2024
Machine Learning Intern – Lawrence Berkeley National Laboratory, Berkeley, CA

- Primarily worked in the ABPDU (Advanced Biofuels and Bioproducts Processing Development Unit) division. Their overall goal is to create sustainable aviation fuel from biomass feedstocks.
- Project's goal was to predict the sugar yields of various biomass feedstocks using various machine learning algorithms. The main phases of the project include Data Collection, Machine Prediction, User Interface, a Poster Presentation, and creating a Scientific Paper.
- Created a dataset by using machine learning to parse through scientific papers.
- Fine-tuned Large Language Models to provide predictions on self-made dataset.
- Implemented an intuitive user interface for scientists to query about the sugar yield predictions
- Implemented SOPs (Standard Operating Procedures) to help enhance lab safety.

DIMENSIONAL SHIFT | VALIANT STUDIOS LLC   06/2021 - Present
General Programmer, Artificial Intelligence (AI) Programmer, User Interface (UI) Programmer

- Engineered AI opponents and UI elements using Unreal Engine for our indie action game, collaborating closely with the main team of 29+ hobbyist developers.

- Implemented UIs, audio effects using FMOD, and AI enemy behaviors using behavior trees.

UNDISCLOSED GAME TITLE | [VIN VISIONS STUDIOS LLC](#)   09/2025 - Present

Lead Programmer - Remote Position
- Developing and implementing core gameplay features using C++/BP in Unreal Engine
- Responsibilities include importing and implementing game models, programming enemy AI, creating responsive UI systems, and building various player-focused mechanics.

MAIL MARES | VIDEO GAME DEVELOPMENT CLUB   09/2025 - Present

Project Lead / Game Director | [Mail Mares (Action Rogue-lite)](#)
- Directed a team of 15 developers, artists, and designers in the production of a co-op action rogue-lite in Unity.
- Managed the technical and creative scope for complex systems, including ad-hoc networked multiplayer, dynamic encounter maps, and unique character combat mechanics to ensure a cohesive player experience.
- Coordinated production sprints and QA testing to successfully deploy stable Windows and Linux builds featuring Steam lobby integration and branching narrative elements.

SEARCH: SDO EXPLORATION AND RESEARCH COMMUNITY FOR HELIOPHYSICS   11/2022 - 11/2023
- Joint project between NASA researchers and computer science students from UCI / Saddleback College. Attended both virtually and in-person. Two to three meetings a week, for two hours each.
- Recognized as a top student during the educational phase, earning a Dataquest scholarship.
- Collaborated with NASA scientists and a UCI/Saddleback professor in a multi-phase project applying Machine Learning to catalog solar images from the SDO satellite.
- Served as Scrum Master frequently, guiding the team of 8 individuals through agile development with developing our Machine Learning SimCLR model.

FEDERAL WORK STUDY | NATIONAL SCIENCE FOUNDATION   01/2024 - 06/2024

Raspberry Pi Project – Saddleback College, Mission Viejo. CA
- Implemented code using the GPIO Library in Python on a Raspberry Pi to efficiently debug other student's breadboards for the Computer Organization and Machine Language course.
- Collaborated in a team of 4 students for 10 hours each week on the project.
- Creating detailed documentation and test cases while using industry standard practices.

NCAS | NASA COMMUNITY COLLEGE AEROSPACE SCHOLARS   02/2024 - 05/2024

NASA Missions: Discover, Explore, and Innovate
- Dedicated 5 to 40 hours per week to learn about NASA's history, present, and future.
- Created a poster with powerful visuals to explain history about the SMD SDO mission.
- Worked with a team of 8 student scholars for a simulated mission to land a rover on Mars.

AWARDS

Rose Hills Undergraduate Scholarship	Granted August 2025
Billy Steckler Endowed Scholarship	Granted August 2025
U.S. Western Digital 2024 Scholarship	Granted August 2024
CISOA Student Scholarship	Granted July 2024
Chancellor's Excellence Scholarship @ UC Irvine	Granted May 2024
National Science Foundation S-STEM Scholarship	Granted March 2023 & March 2024
SAME (Society of American Military Engineers) STEM Scholarship	Granted October 2023
Tayanipour Memorial Scholarship	Granted October 2023
Osher Foundation Endowed Scholarship	Granted May 2023
AP Computer Science Award Medallion	Granted June 2020