

Seth Laske

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Education

California Polytechnic State University - Pomona
Bachelor of Science, Computer Science – GPA: 3.90

August 2020 - December 2023

Experience

Digital Product Developer Intern
American Greetings

May 2023 – August 2023

- Engineered a dynamic in-game level designer for rapid prototyping and playtesting
- Customized A* for optimal solve times and computer performance
- Individually designed a puzzle minigame to be feature complete for Advent 2024
- Implemented a code-based animation system triggered to guarantee immediate player results
- Upgraded and balanced game levels while collaborating closely with art and design teams
- Developed modular tutorials and intuitive UIs with the creative team to enhance user experience

Etsy Seller

September 2021 - Present

- Running a small business selling 3D prints and 3D models
- Design models on Fusion 360, build and maintain 3D printers for consistent quality, and maximizing slicer settings for speed and material efficiency

Projects

NavMesh Pathfinder

September 2022 – December 2022

- AI agent simulator developed in Processing – Solo Project
- Simulated organic steering behavior with predictive acceleration to rotational and linear movement
- Designed an automatic NavMesh generator to triangulate any map for the agent to path find
- Implemented optimized pathfinding through any user inputted path using A*
- Used Prim's Algorithm to automatically create traversable procedurally generated mazes

Branch Battles

January 2023 – September 2023

- 2D Real Time Strategy Game in Unity – Solo Dev
- Designed FSM based NPC behaviors to handle a wider variety of characters with unique actions
- Simulated real life army formations through organic group movements and flocking mechanics
- Created modular enemy army controller systems to function within multiple game modes
- Reduced development time by automating hooking the UI to the player and save data systems

Knights Nemesis

September 2022 – December 2022

- 2D Dungeon Explorer in Unity – 4 Person Team
- Implemented turn-based combat mechanics by creating a player centric level architecture
- Created skeleton room and enemies to allow for modular level and monster designs by other devs
- Designed an enemy spawner controlled by player choices to dynamically alter level difficulty

Skills

Coding Languages – C#, C++, Java, Python

Software – Unity, Git, Github, JIRA

CAD Software – Fusion 360, Solidworks

Coursework – Linear Algebra, Object Oriented Programming, Data Structures, Design and Analysis of Algorithms, Artificial Intelligence, Computer Architecture, Operating Systems, Data Analytics and Cloud Computing, Mobile Application Development, Game Development, Software Engineering