LUNA GARY

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EDUCATION

University of Southern California   August 2023-May 2027
Bachelor of Science in Computer Science Games
Minor in East Asian Language and Cultures (Japanese)
3.63 GPA

PROJECTS

What's Wrong With Me?   January 2025-Present
- Director for first person psychological thriller made in Unity
- Developed in a semester with a partner as a class project
- Planned game's narrative
- Wrote dialogue for 8+ characters
- Designed framework as sole programmer
- Currently directing team of artists and designers to expand upon game

A Wish Upon 6 Stars   May 2025-July 2025
- Designed and built 3d Interactive lyric video website with Three.js
- Selected entry in Magical Mirai 2025 Programming Contest
- Utilized linear algebra to design dynamically generated lyric system mimicking constellations
- Lyrics dynamically spawn on viewer's screen following camera
- Integrated hand-drawn animations into 3d environment
- Developed procedurally generated skybox elements

Numbra   October 2025
- Made for week-long 2025 Epic MegaJam
- Teamed with other USC students
- Utilized gameplay ability system to create behavior based on shadows

EXPERIENCE

Video Game Programming Learning Assistant, University of Southern California   August 2025-Present
- Advise 70+ students with C++ gameplay programming
- Hold weekly office hours and assist students in bi-weekly labs
- Code review and provide feedback for programming assignments

Game Design Workshop Student Assistant, University of Southern California   August 2025-Present
- Advise students on game design principles
- Suggest game design feedback on student games

Machine Learning Intern, Max Planck Florida Institute   January 2022-May 2023
- Collaborated with MPFI researchers on 3 research projects
- Developed a neural network to data of 84 mice neurons to behaviors
- Designed a deep-learning workflow to calculate dendritic spine density among neuron lengths from microscopy, co-authored paper published in Journal of Neuroscience with Dr. Lesley Colgan et al (https://www.jneurosci.org/content/43/30/5432 - Under name Chancellor Gary)

Deep Learning and Augmented Reality Researcher, Machine Perception and Cognitive Robotics Lab
- Built deep learning pipeline to extract pose data from video footage of humans
- Researched intersection of augmented reality (AR) and machine learning

SKILLS

Languages: C++, Python, C#, Java, R, Javascript, HTML, CSS
Frameworks: NumPy, Pandas, PyTorch, Tensorflow, Unreal Engine, Gameplay Ability System, Unity, Node.js, React, Three.js
Developer Tools: Git, GitHub, Perforce, VSCode, PyCharm, Rider, CLion
Languages: English, Japanese, Mandarin Chinese