

# LORENZO UK

## EDUCATION

**University of California, Santa Cruz** / Santa Cruz, CA / 2027  
Bachelor of Science: Computer Science: Game Design

## SKILLS

Visual Studio Code | Brackets | Unity | Unreal Engine 5 | GDevelop | Twine | Git | Github | Cuda | Node.js | React.js | Adobe Premiere Pro | Adobe Photoshop | Python | C | C# | C++ | Javascript | HTML | CSS | Algorithms

## COURSES

- Applied Discrete Mathematics
- Calculus for Science, Engineering, and Mathematics
- Computer Systems and Assembly Language
- Computer Systems and C Programming
- Foundations of Video Game Design
- Intro to Programming: Python
- Linear Algebra
- Programming Abstractions: Python
- Video Games as Visual Culture

## CONTACT

[lorenzokiri.uk@gmail.com](mailto:lorenzokiri.uk@gmail.com)  
[LinkedIn](#)  
[GitHub](#)

## LANGUAGES

English

## ABOUT

I am a second-year student at UCSC pursuing a Bachelor of Science in Computer Science degree focusing on Game Design. I am eager to contribute my skills to an innovative team developing my game design and software engineering expertise. I seek an opportunity to contribute to a dynamic innovative company and grow professionally impacting the industry.

## EXPERIENCE

**Alan AI, Internship** - San Leandro, CA / March 2022 - September 2023

- I worked with a dedicated team to implement a pre-developed voice assistant into the games Doom and Quake that augments the player experience and alters game mechanics.
- I interned through PilotCity participating in networking events, career workshops, and presenting my final project.
- Developed professional networking skills by engaging in workshops and career events.

## PROJECTS

**Customer Database** / Developer

- I developed a customer database in C that tracks customer information. The database can read a file from the disk that adds and deletes customers.
- I created the program from scratch using hash tables and I/O in the program.

**RPG Game Prototype** / Main Developer + World Builder

- I worked with a teammate to create a prototype RPG game on GDevelop using the foundations of game design I learned in my curriculum.
- I developed a combat system and built the world of the RPG game. I also debugged the augments and enemy combat to tune its AI to make it work best.

**Horror Story Game** / Developer

- I developed a horror story text-based game using Twine. This text-based game has interactive and branching choices, which I learned from the curriculum and quick-time events that I learned how to implement.

