Contact

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Personal Website
LinkedIn
GitHub

Education

2023 - 2027
University of California, Santa Cruz
- Bachelor of Science
- Computer Science: Game Design

Skills

C · C++ · C# · Javascript · Python · Java · HTML5 · CSS · Visual Studio Code · PyCharm · Git · GitHub · GitLab · ReactJS · Node.js · Unity · Unreal Engine 5 · GDevelop · Phaser · Godot · Machine Learning

Courses

- Applied Discrete Mathematics
- Calculus I
- Calculus II
- Computer Systems and Assembly Language
- Computer Systems and C Programming
- Foundations of Video Game Design
- Game Development Experience
- Introduction to Python
- Linear Algebra
- Machine Learning Basics
- Programming Abstractions

Languages

English (Fluent)

LORENZO UK
COLLEGE UNDERGRADUATE STUDENT

About Me

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

Work Experience

Alan AI   March 2022 - September 2022
Intern

- 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.

Featured Projects

Zero Down
Developer

- Using Phaser and Javascript, I created Zero Down, a gallery shooter that takes place during the Battle of Midway and the player takes control of an American plane. Their goal is to shoot down squadrons of Japanese planes while avoiding projectiles and getting shot down.

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
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.