Allie Lavacek

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EDUCATION

University of Michigan - Ann Arbor   **August 2020 - May 2024**
Bachelor of Science, Computer Science   Current Overall GPA 3.87

RELEVANT COURSEWORK

- ❖ Introduction to Game Development
- ❖ Data Structures and Algorithms
- ❖ Mobile Development (2024)
- ❖ Extended Reality and Society
- ❖ Foundations of Computer Science
- ❖ Web Systems
- ❖ Game Engine Architecture
- ❖ Computer Organization
- ❖ Computer Vision (2024)

PROJECTS & EXPERIENCE

Project Quest, Ann Arbor, MI/Programming Lead   **August 2023—April 2024**
- ❖ Through Wolverine Soft Studio, collaborated with a team of 40 students to develop an RPG in the Unity Game Engine
- ❖ Oversaw a team of 12 students. Held weekly meetings, office hours, and planned meetings with an industry advisor
- ❖ Created the prototype of the game and the architecture of all basic functionality: a battle system similar to that found in the popular title *Undertale*, input and movement scripts, a dialogue system, and a quest system
- ❖ Maintained Git Repository and handled merge conflicts that were encountered

Visteon Corporation, Belleville, MI/Product Development Intern   **May 2023—August 2023**
- ❖ Explored the benefits of using Unreal Game Engine for automotive HMI through a Proof of Concept project
- ❖ Collaborated with a cross-functional team in the Godot Game Engine to implement features and optimize performance in order to investigate potential options to enhance the user experience

Project Nova, Ann Arbor, MI/Programming Lead   **April 2023—August 2023**
- ❖ Through Wolverine Soft Studio, collaborated with a team of 30 students to create a captivating "2.5D" game in the Unity Game Engine which emulated the gameplay mechanic of the popular title *Nova Drift*
- ❖ Oversaw a team of 8 students. Held weekly meetings, office hours, and planned meetings with an industry advisor
- ❖ Created the prototype of the game and the architecture of all basic functionality: an encounter system, input and movement scripts, and enemy controller and weapon abstract classes to build on
- ❖ Implemented a Boss, enemy movement scripts, and the game's particle effects
- ❖ Maintained Git Repository and handled merge conflicts that were encountered

Project Drift, Ann Arbor, MI/Programmer   **January 2023—April 2023**
- ❖ Through Wolverine Soft Studio, collaborated with a team of 40 students to develop a 2D game in the Unity Game Engine as a case study of the renowned title *Hyper Light Drifter*
- ❖ Member of the level squad, created the encounter system, cutscene manager, and aided with art integration

Granny's Day Off, Ann Arbor, MI/Design Lead   **October 2022—December 2023**
- ❖ Team of 5 developers and a musician, created a 3D, 1v1 3rd person shooter in the Unity Game Engine
- ❖ Responsible for the initial designs and concept, NPC and Police's movement behavior, post-processing, art and animation integration. Created the Player, NPC, and Player House 3D models in Blender

48 HOUR GAME JAMS / TEAMS OF 3-5

Follow the Flock/Wolverine Soft's Shammy Jam/Awarded Best Polish & Aesthetics   **March 2022**
- ❖ Responsible for character sprites, background images, and musical track

BEE-01/Wolverine Soft's Turkey Jam   **November 2022**
- ❖ Implemented encounter system, enemy controller scripts, health scripts, and damage scripts

Getting to the Root of It/Global Game Jam   **February 2023**
- ❖ Responsible for all art integration, camera movement, and health scripts