

Allie Lavacek

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EDUCATION

University of Michigan - Ann Arbor

August 2020 - May 2024

Bachelor of Science, Computer Science

Current Overall GPA 3.90 / Current Major Related GPA: 3.81

RELEVANT COURSEWORK

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|------------------------------------|-------------------------------------|
| ❖ Introduction to Game Development | ❖ Extended Reality and Society |
| ❖ Data Structures and Algorithms | ❖ User Interface Development (2024) |
| ❖ Programming Languages | ❖ Computer Vision |
| ❖ Web Systems | ❖ Computer Organization (2024) |
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PROJECTS & EXPERIENCE

Visteon Corporation/Product Development Intern

Belleville, MI

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/Programming Lead

Remote

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
- ❖ Directly oversaw a team of 8 other students, holding weekling meetings, optional office hours, and planning 3 meetings with an industry advisor
- ❖ Was responsible for creating the prototype of the game and the architecture of all basic functionality including an encounter system, input and movement scripts, and enemy controller and weapon abstract classes to build off of
- ❖ Implemented Boss 2, the “Boop Swarm”, and the game’s particle effects
- ❖ Maintained Git Repository and handled merge conflicts that were encountered

Project Drift/Programmer

Ann Arbor, MI

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
- ❖ As a member of the level squad, was responsible for creating the game’s encounter system, cutscene manager, and aiding with art integration

Granny’s Day Off/Design Lead

Ann Arbor, MI

October 2022—December 2023

- ❖ In a team of 5 developers in addition to a musician, created a 3D, 1v1 3rd person shooter in the Unity Game Engine
- ❖ Was responsible for the game’s initial designs and concept, NPC and Police’s movement behavior, post-processing, art and animation integration, and creating the Player, NPC, and Player House 3D models in Blender