

Allie Lavacek

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(248) 974-8026

EDUCATION

University of Michigan - Ann Arbor

Bachelor of Science, Computer Science

August 2020 - May 2024

Current Overall GPA 3.87

RELEVANT COURSEWORK

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

Project Quest, Ann Arbor, MI/Programming Lead

August 2023—December 2023

- ❖ 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