

# KT LoPorto

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## EDUCATION

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**UNIVERSITY OF SOUTHERN CALIFORNIA**, Los Angeles, CA

**August 2025 - Expected May 2027**

*Master of Science, Major in Computer Science (Game Development)*

**Courses:** 3D Graphics and Rendering, Game Design Workshop

**UNIVERSITY OF MICHIGAN**, Ann Arbor, MI

**August 2019 - December 2023**

*Bachelor of Science in Engineering, Major in Computer Science, Minor in Music*

**Courses:** Introduction to Game Development, Extended Reality and Society, Artificial Intelligence, User Interface Development

## WORK EXPERIENCE

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### CO-PROGRAMMING LEAD

**August 2023 - April 2024**

*Soul of the Forest*, Wolverinesoft Studio, Ann Arbor, MI

[https://store.steampowered.com/app/2880650/Soul\\_of\\_the\\_Forest/](https://store.steampowered.com/app/2880650/Soul_of_the_Forest/)

- Led team of 15 programmers to build scalable, efficient systems for a turn-based Unity RPG
- Oversaw architecture decisions and implemented performance optimizations to ensure smooth gameplay
- Conducted code reviews and mentored junior developers in effective debugging and clean code standards

### QA ENGINEER/PROGRAMMER

**June 2023 - August 2023**

*Cellosseum*, Wolverinesoft Studio, Ann Arbor, MI

<https://store.steampowered.com/app/2557580/Cellosseum/>

- Built and tested player battle upgrade systems for a 3D Unity rogue-like bullet-hell
- Collaborated with cross-functional teams to implement efficient systems and inform iterative process
- Tailored QA process by installing testing procedures and facilitating communication between developers and designers

## PROGRAMMING PROJECTS

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### UNTITLED FOOD GAME - UNREAL ENGINE 5 MULTIPLAYER SHOOTER

**August 2025 - Present**

**Skills used:** Unreal Engine 5 (Blueprinting & C++), Networking (Replication), Perforce, Notion

- Developed dynamic shooter, focusing on networking and round management features, within USC MFA project team
- Synced game progression amongst 1-4 possible players based on UE5 Replication process

### SPEAKVR - UNREAL ENGINE 5 VR PUBLIC SPEAKING SIMULATOR

**November 2023 - December 2023**

**Skills used:** Unreal Engine 5 (Blueprinting & C++), GitLab, Atlassian Suite

- Created immersive VR environment for custom glossophobia exposure therapy simulation
- Engineered audio processing system which offered dynamic feedback through an interactive audience AI
- Optimized interactive systems and event handling for seamless VR user experience

### METALLURGY - UNITY 2D ROGUE-LIKE GAME

**March 2023 - May 2023**

**Skills used:** Unity 2D, Unity Animator, Unity Timeline and Cinemachine, GitHub, Atlassian Suite

- Programmed an original rogue-like action platformer within a team of 5 developers over a 6 week period
- Collaborated on procedural world generation, unlockable upgrade, and dialogue systems
- Undertook ownership of all animation, cutscenes, and UI

## SKILLS

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- **Programming Languages:** C/C++, C#, Python, JavaScript, HTML/CSS
- **Applications:** Git (Github and Perforce), Unreal Engine 5, Unity, Ableton Live 12, Wwise, Jira, Confluence, AutoCAD
- **Technical Skills:** Agile Development, UE5 Blueprinting, Networking, XR Development, QA and Testing

## ORGANIZATIONS

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**MICHIGAN MARCHING BAND**, University of Michigan, Ann Arbor, MI

**August 2019 - April 2023**

- Perfected and performed weekly on-field shows; improving as a musician within a 350+ person musical group