

Lucien Eckert

917-689-0743 • lee48@cornell.edu • leekert.dev

Current Address:

302 Bryant Ave Apt 4, Ithaca, NY 1480

Permanent Address:

47 Midwood St. Brooklyn, NY 11225

Education

Cornell University, College of Arts and Sciences, Ithaca, NY

Pursuing BA in Information Science, expected graduation December 2022. GPA: 3.9

Pursuing MPS in Information Science, expected graduation May 2023

Relevant Coursework: Object-Oriented Programming and Data Structures, Functional Programming, Introduction to Data Science, Introduction to Machine Learning, Introduction to Natural Language Processing, Intermediate Web Design & Development, Advanced Game Development

Technical Skills

- **Programming:** Proficient with Java, Python, OCaml, Git, C#, Experience with C++
- **Web Development:** Proficient with HTML, CSS, TypeScript, PHP, React, Firebase, Experience with SQL
- **Data Science:** Proficient with R, pandas, NumPy, scikit-learn, Experience with PyTorch
- **Digital Asset Creation:** Proficient with GIMP, Photoshop, LMMS, Experience with Blender, Ableton
- **Misc. Tech Skills:** Proficient with LaTeX, Microsoft Office/Google Suite, Figma

Experience

Game Developer

Winter 2021- Present

AI-Learners

- Implemented math and logic-focused educational web games aimed at kids with disabilities
- Learned management techniques and took on a lead role within the game dev team
- Studied, applied best practices for making web applications accessible for users with assistive technologies
- Used React and TypeScript to build a scalable frontend framework for games of various topics, skills

Teaching Assistant

Spring 2021, Spring 2022

Introduction to Computer Game Development, Cornell University

- Facilitated lab sessions, held office hours, and graded releases to help groups develop their projects
- Graded and provided feedback on lab assignments such as level design, asset optimization, etc.

Project Experience

Team Based Game Development

Spring 2020, Spring 2022

Advanced Game Development, Cornell University

- Worked on teams (both in-person, remote, and hybrid) to develop games in LibGDX, C++/CUGL, Unity
- Developed robust design documents for prototypes, architecture specifications, and presentations
- Prototyped level designs with identified design patterns, tested against clear metrics during playtesting sessions
- Spearheaded music composition and sound design for each project

Independent Game Development

Summer 2020-Present

- Worked solo and on a small team to design and develop games with tools like Unity, Godot Engine
- Became familiar with efficiently reading documentation to build features with different languages, workflows
- Designed visual and audio assets with tools like GIMP, LMMS, Blender
- Created marketing materials for and distributed one game on itch.io, maintained a Twitter account to field interest and showcase the team's progress on another

Extracurricular Activities

Marketing Vice Subteam Lead

Fall 2019-Present

Combat Robotics @ Cornell

- Lead the project of re-designing the team website in-house from the ground up using HTML, maintains the website during the semester to reflect current events and projects
- Helped organize fundraisers and showcase events on-campus to support the team and generate recruitment interest