☕ Lucien Eckert

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Current Address:	**Permanent Address:**
302 Bryant Ave, Apt 4, Ithaca, NY 14850	47 Midwood St. Brooklyn, NY 11225

Education

Cornell University, College of Arts & Sciences, Ithaca, NY
- Master of Professional Studies in Information Science. Graduation expected May 2023.
- Bachelor of Arts in Information Science. Graduated December 2022. GPA: 3.9.

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

Technical Skills

- **Programming**: Proficient with Java, Python, OCaml, C#/Unity, Git, Experience with C++, Rust, Docker.
- **Web Development:** Proficient with HTML, CSS, JavaScript/TypeScript, PHP, React, Vue, Firebase, 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. Skills:** Proficient with LaTeX, Microsoft Office/Google Suite, Fusion 360, Figma, Windows, Linux.

Work Experience

Software Developer — Jan 2021 - Dec 2022
AI-Learners
- Developed math and logic-focused educational web games with a focus on inclusive design.
- Used React and TypeScript to build a scalable frontend framework for games of various topics, skills.
- Took on a lead role within the team, planned projects and timelines, delegated tasks to other developers.
- Ensured compatibility with assistive technologies like screen readers, adhering to WCAG standards.

Teaching Assistant — Feb 2021 - May 2022
Introduction to Computer Game Development, Cornell University
- Facilitated lab sessions, held office hours, and communicated technical concepts to students.
- Graded and provided prompt feedback on lab assignments such as level design, asset optimization, etc.

Project Experience

Ragdoll Royale — Feb 2022 - May 2022
Semester-long team project for Advanced Game Design and Development. Worked as both a designer and developer on a team of 8 to develop and release a networked fighting game for iOS and Android using C++.
- Implemented a responsive audio and sound effect system, with seamless sequencing and vertical layering between tracks based on the game state.
- Identified key design patterns and iterated on level designs for a total of 9 stages.
- Hosted and analyzed rigorous playtesting sessions, testing level designs, game feel, and user experience against clear metrics to define goals for each development sprint.
- Developed detailed design documents, slideshows, and promotional posters for a final showcase.

CamlClimbers: Tetris Variant in OCaml — Feb 2021 - May 2021
Final project for Functional Programming and Data Structures. Worked on a team of 4 to implement a Tetris game in OCaml.
- Designed a clear code architecture and module structure to represent the mechanics of a Tetris game.
- Implemented an advanced game mode: escorting a "climber" character to the top of the board.
- Displayed a customizable visual representation of the game state using graphics libraries.
- Added user experience features like themes and settings based on playtesting feedback.
- Received high marks on specification quality and system performance.

Extracurricular Activities

Marketing Vice Subteam Lead — Oct 2019 - Present
Combat Robotics @ Cornell
- Developed the team website in-house using HTML and maintained it to reflect current projects or events.
- Organized fundraisers and showcase events on-campus to support the team and generate interest, more than doubling recruitment interest in a year.