Lucien Eckert

917-689-0743 • lee48@cornell.edu

Current Address:
414 Stewart Ave, Ithaca, NY 14853

Permanent Address:
47 Midwood St. Brooklyn, NY 11225

Education

Cornell University, College of Arts and Sciences, Ithaca, NY
Pursuing B.A. in Information Science, expected graduation May 2023. GPA: 3.9
Relevant Coursework:

- Object-Oriented Programming and Data Structures
- Data Structures and Functional Programming
- Introduction to Game Development
- Introduction to Data Science
- Introduction to Machine Learning
- Information Ethics, Law and Policy
- Introduction to Natural Language Processing
- Human-Computer Interaction Design

Related Experience

Portfolio: *https://lucieneckert.github.io*

Team-Based Game Development   Spring 2020
Related Course: INFO 3152: Introduction to Game Development
- Worked on a team of 8 to develop a game in Java/LibGDX in a project-based game design course
- Collaborated with a team both in-person and in a remote working environment
- Developed robust design documents for prototypes, design specifications, etc
- Rapidly prototyped level designs and built up interesting situations with core gameplay blocks
- Ran playtesting sessions and compiled notes to fine-tune game feel and level design
- Spearheaded music composition and sound design

Teaching Assistant for INFO 3152: Introduction to Game Development   Spring 2021
- Facilitated lab sessions, held office hours, and playtested to help groups develop their game projects
- Graded and provided feedback on lab assignments such as character design, level design, etc.

Game Development Project Manager at AI-Learners   Winter 2021-Present
- Implemented math and logic-focused educational web games aimed at kids with disabilities
- Learned management techniques and coordinated the game dev team in an agile environment
- Studied best practices for making web applications accessible and customizable for users
- Used React and TypeScript to build a scalable framework for games of various topics, skills
- Developed integration with tools like Firebase to follow principles of data-driven design

Independent Game Design + Development   Summer 2020-Present
- Works solo to design + develop games with various tools like Unity, Godot Engine
- Became familiar with efficiently reading documentation to produce code in many environments
- Designs all visual and audio assets with tools like GIMP, LMMS
- Created marketing materials for and distributed one game on itch.io

Other Experience

Business and Media Subteam Member   Fall 2019-Fall 2021
Combat Robotics @ Cornell
- Worked to maintain the team website and provide up-to-date logos, merch, and branding materials
- Helped organize fundraisers on-campus, compiled a list of sponsorship contacts to fund the team
- Collaborated with other team members to produce a professional sponsorship packet

Technical Skills

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

Awards

Regeneron Science Talent Search 2019 Semi-Finalist

Activities

Big Red Billiards • Cornell University Development in Games Association • Combat Robotics @ Cornell