

# LUKAS F. HAUGE

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Computer Scientist & UI/UX Designer @ UC Irvine

<https://www.linkedin.com/in/lukas-hauge>

## EDUCATION

- Junior (3<sup>rd</sup> year) at the University of California - Irvine
- Major: **B.S. Computer Science** | Minor: **Japanese Language** | GPA: **3.66** – **Deans Honor List**
- Expected Graduation: **June 2027**

**Relevant Coursework:** Design/Analysis of Algorithms, Data Structures, Programming in C++, Digital Image Processing, User Interaction Software with Angular, Computational Linear Algebra

## TECHNICAL SKILLS

**Languages:** C++, C#, Python, Java, TypeScript

**Tools:** Unity, Git, Figma, GitHub, Jira, OpenCV, PyTorch, Vite, React

**Concepts:** Game Programming, 3D Math, Linear Algebra, UI Systems, Animation Systems, Networking (TCP/UDP), Agile Development, Source Control

## RELEVANT EXPERIENCE

### The Brilliant Detective Milo - Game Systems Engineer & Technical Director (Dec 2023 - Present)

- Led a 35-person team to develop a narrative-driven detective game in Unity (C#)
- Designed and implemented all UI systems, including motion design and interaction logic
- Built internal tools including a custom level editor and ComicCamera, a reusable cutscene scripting system
- Created and animated cutscenes using Unity and Clip Studio Paint; directed & animated trailer with voice acting
- Managed production using Agile, Jira, and Git; resolved critical issues via rollback
- Published to Steam, achieving 500 wish lists in the first month

### Vision Board - Gameplay Programmer & Systems Engineer (Jan 2025 - Present)

- Engineered a hybrid board game system using Python (OpenCV, PyTorch) and Unity (C#)
- Refactored backend communication from TCP to UDP, improving latency and throughput
- Converted coroutine system to pure multithreaded async C# pipeline, achieving 60 FPS on standard laptops
- Built scoring logic and visual computing pipeline; presented at Beall-Butterworth Competition, winning \$3,500

### Video Game Development Club @ UC Irvine - UI/UX Officer (Jan 2024 - Present)

- Hosted workshops on UI/UX principles, usability heuristics, and experience design using Figma
- Created hands-on activities and Unity projects to reinforce design concepts
- Mentored 10 newcomers in building a rhythm game from scratch over 10 weeks
- Collaborated with Art, Programming, Audio, Writing, and Design departments
- Incoming UI/UX Director for 2025–2026 academic year

### Course Request Tool for Newport Harbor HS - Python Developer (Apr 2022)

- Built a standalone course request app using Python (Pandas, Tkinter)
- Processed large CSV datasets and automated class roster generation
- Designed intuitive GUI for non-technical staff; delivered with high faculty satisfaction

**LANGUAGES** English (fluent), Danish (fluent), Japanese (proficient, JLPT N3)