# LUKAS LICON

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## RELEVANT SKILLS

- **Programming Languages:** C++, C, C#, Javascript, Familiar with Python, HTML, CSS, JSON, P5.js, JQuery, WebGL
- **Game Development:** Unity, Phaser, (Learning Unreal Engine)
- **Mathematics:** Linear Algebra, Discrete Mathematics, Calculus, Physics
- **Game AI:** behavior trees, deep learning, state machines, MCTS, Pathfinding (A*, Djikstra's, BFS, DFS, Greedy, etc.
- Data Structures and Algorithms/Object-Oriented Programming

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## EDUCATION

**University of California, Santa Cruz, GPA 4.0** **Santa Cruz, CA**
Baskin School of Engineering
Bachelor of Science, Computer Science: Computer Game Design Graduated June 2024

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## Group Projects

***Crabity*** **- Released on Steam (C#, Procedural Generation) -** Steam Link

- ➔ Developed daily generated "Time Trials" using procedurally generated maps with Dijkstra's weighted pathfinding.
- ➔ Debugged gameplay mechanics and player movement.

***Chromatic Conundrum*** **- Unity Game (C#) -** Github Link - Itch.io Link

- ➔ Contributed to AI enemy pathfinding, UI/UX implementation, system interactions, and enemy spawning and wave system.

***Procedural City Generation*** **- Unity AI project (C#) -** Github Link

- ➔ Helped create a wave collapse function for procedurally generating cities based on constraints and asset manipulation.

## Individual Projects

- NavMesh Pathfinding using bidirectional A* in python
  - Github Link
- Python bot that plays Ultimate Tic Tac Toe using Monte Carlo Tree Search
  - Github Link
- Python bot that plays Planet Wars using Behavior Trees
  - Github Link
- Client-Server Robot State Machine with TCP Communication in C++
  - Github Link