LUKAS LICON

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RELEVANT SKILLS

- **Programming:** C++, C, C#, Javascript, Familiar with Python, HTML, CSS, JSON, P5.js, JQuery, WebGL, React
- **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

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

Group Projects

FutureBound **- Web Game (Javascript, CSS, HTML) -** Github Link - Playable Link
  ➔ Created a minigame using Javascript and CSS.
  ➔ Implemented cinematics, UI, sizing/rescaling for different devices, and simple gameplay scripts in Javascript

Crabity **- Released on Steam (C#, Unity) -** Steam Link
  ➔ Developed daily generated "Time Trials" using procedurally generated maps with Dijkstra's weighted pathfinding.
  ➔ Debugged gameplay mechanics and player movement.

Individual Projects

- Created a basic template for a webpage to show off my Creative Coding Experiments
  - Javascript, CSS, HTML, p5.js
  - Github Link - Website Link
- 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