LUKAS LICON

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LinkedIn: www.linkedin.com/in/lukas-licon| **Github**: https://github.com/lukaslicon | **Website**: www.lukaslicon.com

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TECHNICAL SKILLS

- **Programming Languages:** C++, C, C#, Python, Javascript,
- **Tools/Engines:** Unity, Phaser, Unreal Engine 5, Jira, Slack, VScode
- **Mathematics:** Linear Algebra, Discrete Mathematics, Calculus, Physics
- **Version Control**: Git, Gitlab, Github, Familiar with Perforce (Helix Core)
- **Databases:** Firebase, MySQL, SQL
- **Additional:** Data Structures & Algorithms/Object-Oriented Programming, Behavior trees, deep learning, state machines, MCTS, AI Pathfinding (A*, Djikstra's, BFS, DFS, Greedy, etc.)

WORK EXPERIENCE

Application Developer at Bluu Kazi | National Harbor, MD (Remote) | July, 2024 - Present

Collaborated with a team to build a mobile app for Android. Utilized tools like Jira, Gitlab, & Figma, & contributed to agile development, task prioritization, & performance optimization. Use of Kotlin & Android Studio.

Technical Consultant at Target | Novato, CA | Sep 2021- Jun 2022

Utilize my product knowledge to help customers solve their issues or set up desired systems.

GROUP PROJECTS / Games

- **Crabity:** Steam Link- Released on Steam, **Unity** (C#): I developed "Time Trials", procedurally generated maps with design constraints created through pathfinding algorithms. Debugged gameplay mechanics & player movement.
- **Chromatic Conundrum:** -Github Link - Itch.io Link - **Unity Game** (C#): Contributed to AI enemy pathfinding, UI/UX implementation, system interactions, & enemy spawning & wave system.
- **Procedural City Generation:** - Github Link - **Unity AI projec**t (C#): Helped create a wave collapse function for procedurally generating cities based on constraints & asset manipulation

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INDIVIDUAL PROJECTS

- **C++ Client-Server Robot State Machine with TCP Communication:** Client-server system for controlling a robot's state machine via TCP sockets, using serialized messages for communication. - StateMachine Github Link
- **C++ Matrix operations calculator for sparse matrices:** Built a calculator optimized for sparse matrices to improve memory usage & computational efficiency. - Matrix Github Link
- **C++ Fractal Tile Renderer:** Created an asynchronous fractal renderer with a message queue system for task distribution among threads using std::async & ThreadSafeQueue. - Fractal Github Link
- **C++ Item Loader:** Developed a JSON-based item loader system with inheritance & class properties, enabling support for custom items.- Item Loader Github Link
- **Unreal Engine 5 Project (C++):** Developing a Souls-like combat ARPG in Unreal Engine using C++. Smoothing out movement and fighting mechanics. Also, working on enemy smart AI. Git LFS for storage. Unreal Project Github

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EDUCATION

University of California, Santa Cruz | GPA 4.0 | Graduated June 2024 Santa Cruz, CA

Baskin School of Engineering | B.S. Computer Science: Computer Game Design

Certifications: Atlassian University - Jira Fundamentals Badge, 7/2024