

# LUKAS LICON

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## TECHNICAL SKILLS

- **Programming Languages:** C++, C, C#, Python, Kotlin, 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.
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## 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

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## GROUP PROJECTS

- **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 project (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 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 | Bachelor of Science, Computer Science: Computer Game Design

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