

Luke Muehring

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Education

Georgia Institute of Technology, Atlanta, GA

August 2016 – May 2021 (Expected)

- Intended Bachelor of Science in Computational Media
- GPA: 3.91 / 4.0
- Georgia Tech Stamps Presidential Scholarship Finalist
- Honors Program

Peking University, Beijing, China

September 2017 – July 2018

- Chinese Government Scholarship – Bilateral Program
- GPA: 4.0 / 4.0
- Granted opportunity to study Chinese language and culture in Beijing, China for 1 year

Experience

Creative Sound Concepts, Intern

April 2019 – Present

Interned at a post-production audio studio for recording ADR sessions and post-production audio edits

- Worked with head engineer and talent to create professional sounding audio in a studio setting as well as maintain a clean recording environment
- Sound designed scenes and edited dialog for sessions using Pro Tools and AudioSuite plugins

GameBoy Advance Game – Lambo Chase

February 2019 – May 2019

Designed and constructed a GameBoy Advance game from scratch in C programming language

- Used existing GBA functions like DMA and double buffering to speed up simple animations and fixed point encoding to enable game mechanics such as gravity
- Designed sprites and music from scratch for game using indexed tiles, Usenti, and FL Studio

Skills

Programming

Java , MATLAB, HTML, C

Language

English (native), Mandarin Chinese (fluent), German

Activities

Competitive Rock Climbing, GT Climbing Club

August 2012 – Present

- Athlete of a 40+ member climbing club. Placed 2nd at the USAClimbing Collegiate Climbing Nationals in Murfreesboro, TN and 5th at the 2017 World Youth Climbing Championships

Georgia Institute of Technology Resident Advisor

August 2019 – Present

- Resident Advisor for a hall of 38 students at the Georgia Institute of Technology. Engaged residents by maintaining a safe learning environment and providing academic resources.