

# Lucia Hughes | Network & Systems Programmer

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## Education

### Game Programming

Sept 2021 - Dec 2024

Champlain College, *Burlington, VT*

### Computer Science

Sept 2017 - May 2020

Drexel University, *Philadelphia, PA*

## Skills

C# & .NET

C++

Python

Java

HTML, CSS, JavaScript

Git

SVN

3D Math

Agile

Scrum

Unity

Unreal Engine 5

Jira, Confluence, Bitbucket

OpenGL API

Unity Netcode

Steamworks API

## Projects

### Molementum

September 2023 – April 2024

*Lead, Network, & Systems Programmer*

Team Size: 19

An online action party game developed in Unity where players compete to win a variety of objectives while continuously upgrading their character with new abilities and ways to interact with the game world.

- Developed multiplayer **networking systems using Unity Netcode** for a **host-client lobby structure**, and **integrated Steam's online services** using the Facepunch.Steamworks library.
- Engineered a **robust modular game architecture in C#** enabling the team to implement several objectives and player abilities.
- **Led programming team** and planned weekly sprints in collaboration with producers and other leads.
- Implemented **real-time gameplay synchronization** mechanisms to ensure a consistent multiplayer experience.
- Followed **agile and Scrum practices daily** throughout the entirety of development.

## Work Experience

### Emergent Media Center at Champlain College, Burlington, VT

June 2022 – Dec 2022

*Network Programmer*

Team Size: 4

- **Implemented a networking system** utilizing **Unity Netcode** to send large amounts of data between: PCs, Androids, iOS devices, and Oculus Quest 2.
- Programmed in **C# using Unity** to create a data visualization creation and presentation tool with a focus on AR and VR.
- Used **Google ARCore** to create immersive data visualization experiences.

### SMART Space at Champlain College, Burlington, VT

Jan – June 2022 / Sept - Dec 2022

*Game Programming Tutor*

- Assisted students with creating games with **Unity** and **Unreal**.
- Guided students in what approach to take regarding programming implementation and structure.

### GLIDE Lab at Drexel University, Philadelphia, PA

Sept 2018 - March 2019

*Game Programmer & Designer*

- Utilized **C#, Unity, and Google ARCore** to build an AR Android game that integrated with paintings at the Philadelphia Museum of Art.
- Collaborated with graduate students in Drexel's Department of Education to design an app intended to engage museum-goers with the exhibits in an interactive way.