

Regis Pak

✉ regispak@gmail.com  [in/regis-pak](https://www.linkedin.com/in/regis-pak)  Santa Cruz, CA  regispak.github.io

Education

Univeristy of California, Santa Cruz (UCSC)
Bachelor of Sciences: Computer Science Game Design

Santa Cruz, CA
Sep 2021 - June 2025

Skills

Programing Languages: C++, C#, C Python, JavaScript, HTML
Game Engines / Tools: Unreal Engine 5, Unity, Blender, Phaser, Spreadsheets, Git, Perforce, OBS
Languages: English (Native), Korean (Semi-Fluent)

Work Experience

Live AI Global — Community Manager

Apr 2023 - Present

- Event Organization: Coordinated the Ivy Plus hackathon online with 850+ participants at Harvard, Duke, and other global participants, achieving a 90% participant satisfaction rate.
- Online Event Management: Oversaw creating events, online talks and panel discussions
- Support & Coordination: Facilitated smooth event operations by guiding participants and judges, ensuring timely resolutions of technical issues.

Entrepreneurship — Company Co-Owner

Jun 2023 - Mar 2025

- Operations Management: Oversaw production and logistics for custom merchandise at conventions, driving a 25% increase in sales.
- Strategic Planning: Developed and executed financial and operational plans that boosted profit margins by 30% and expanded the customer base by 20%.
- Business Oversight: Managed end-to-end sales operations, including marketing strategies, inventory control, and vendor negotiations.

CMPM 25 & 26 — Teaching Assistant *"Intro to Blender and Animations"*

Sep 2024 - Mar 2025

- Instructional Support: Taught foundational 3D modeling, rigging, and animation techniques in Blender to over 200 students
- Demonstration Projects: Developed and showcased real-time rendering, character animation, and environment design projects that clarified complex concepts.
- One-on-One Mentoring: Provided personalized feedback and support, improving overall course satisfaction

Project Experience

CSGD Capstone Course – Founder, "Tacit" (Unreal Engine 5)

Dec 2024 - Present

- Founded & Led a Team: Assembled and managed a 12-person cross-functional team to design and develop a multiplayer game, delivering a playable demo to faculty by March 16th
- Core Gameplay Programming: Developed key gameplay systems—including networked interactions, character combat, and intuitive UI/UX.
- Agile Development: Instituted weekly sprints, code reviews, and milestone tracking, boosting development efficiency and ensuring quality deliverables.
- Stakeholder Engagement: Presented progress updates to faculty and secured additional help for advanced feature implementation.

Slug Esports — Production Manager & Host

Sep 2022 - Present

- Live Stream Management: Managed esports live streams using OBS, consistently engaging up to 20 viewers and ensuring high-quality broadcasts.
- Event Hosting: Cast and hosted over 25 live events, driving a 10% increase in audience engagement over time.
- Creative Collaboration: Collaborated with a design team to develop custom graphics, overlays, and interactive elements that enhanced production value and viewer experience.

CMPM 123 — AI Game Projects Chess & Tic Tac Toe (C++)

Sep 2024 - Dec 2024

- Advanced AI Development: Developed a chess game AI using Minimax with Alpha-Beta Pruning, reducing decision time by 50% compared to baseline algorithms.
- GUI Implementation: Created a user-friendly GUI using ImGui for both games, enabling real-time game state visualization and improved user engagement.
- Performance Optimization: Utilized magic bitboard structures to optimize memory usage, reducing runtime memory consumption by 30% and enhancing overall system performance.

GDA's Malisense — Programming Producer (Unity)

Jan 2024 - June 2024

- Team Leadership: Directed a 30-person student development team, ensuring alignment with project goals and on-time delivery.
- Cross-Functional Collaboration: Coordinated with UI and Gameplay teams to integrate assets seamlessly, increasing project cohesiveness.
- Process Optimization: Introduced agile sprint methodologies that reduced development bottlenecks, accelerating project timelines.
- Mentorship: Trained junior engineers on best practices, improving code quality and efficiency.