Luca Stubbe

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EDUCATION

University of California, Santa Cruz   June 2024

Bachelor of Science - Computer Science: Game Design

- *Independent Gamedev Coalition*:   Officer, organizing and running biweekly game programming workshops as well as guiding students through 10-week game programming projects

EXPERIENCE

Quality Assurance Intern - Crown Castle   Jun 2023 - Aug 2023

- Led two other interns in developing 300+ manual tests for Oracle Fusion and JDEdwards processes
- Created 30+ hours of video documentation on how to develop and execute tests with in-house tools
- Presented case study on small cell and fiber network deployments, analyzing technical project requirements and theoretical returns
- Coordinated meetings to determine processes requiring testing; scoped and planned tasks

Software Engineering Intern - Northwestern Mutual   June 2022 – August 2022

- Utilized Cucumber to create 30+ Selenium test procedures that replaced weekly manual testing
- Used extensive understanding of webpage architecture to create Javascript testing architecture with compatibility for various page layouts, forms, authentication procedures
- Created documentation on user procedures by contacting employees in the field, creating testing plans and building robust documentation

Teaching Assistant - University of California Santa Cruz   January 2024 – April 2024

- Proposed lesson plans, material and activities for course on video game cultural analysis
- Sourced academic papers, videos and activities each week alongside editing learning objectives, assignments, directions for future learning and class logistics

PROJECTS

Programming Projects - https://sites.google.com/view/luca-stubbe-portfolio/home

- Simulated flocking agents in VR w/ compute shader to distribute processing load to GPU
- Procedural Animation Rig for interaction with runtime dynamic meshes
- Texture Mapping tool for texturing 2d animations to reduce sprite drawing

SKILLS

- Selenium, Playwright, Cucumber, Kevlar, Unit Testing, Automated Testing
- Javascript, Python, C#, Unity Engine, MySQL, Git
- Excel Scripting/Macros, Statistics, Data Analysis