

# Lorenzo K. Uk

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## EDUCATION

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### University of California - Santa Cruz

Santa Cruz, California

Bachelor's of Science in Computer Science: Game Design

Expected Graduation, June 2027

- **Coursework:** Artificial Intelligence, Data Structures & Algorithms, Game AI, Computer Systems, Generative Design, Game Development Patterns, Game Development Experience

## EXPERIENCE

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### University of California, Santa Cruz

Santa Cruz, California

Large Language Models Researcher

June 2025 - September 2025

- Developed an LLM-assisted tileset grouping tool to identify compatible game tiles to reduce manual world building
- Designed prompt and evaluation workflows to infer semantic relationships between visual assets
- Refactored codebase into modular components improving maintainability

### PilotCity

San Leandro, California

Graphic Designer

October 2022 - January 2023

- Designed 10+ promotional graphics and event advertisements used in marketing and public outreach efforts
- Coordinated with partners to ensure visual consistency across all distributed materials

### Alan AI

Sunnyvale, California

Engineer Intern

March 2022 - September 2022

- Integrated a voice assistant into classic video games using Node.js and JavaScript to improve player accessibility
- Collaborated with a development team to implement voice driven game interactions and controls
- Presented the project and technical approach to 20+ industry professionals

## PROJECTS

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### Arcane Ascent

- Developed the concept and overall theme for Arcane Ascent using Godot
- Designed gameplay elements, including the combat system, spells, and enemies
- Built a working settings/keybindings screen that saves the user's settings

### Loot Map Location Tool

Developer

- Developed a procedural generation tool in Unity to dynamically distribute points of interest and loot across 2D maps
- Designed scalable dungeon difficulty tiers with structured loot rarity progression
- Built the system to be highly adjustable and reusable for level design and procedural content generation

### Bomb Golf

Design Assistant

- Collaborated on developing *Bomb Golf* using Three.js, an interactive 3D golf game
- Contributed to 3D rendering, game design patterns, and team-based development workflows

### Dungeon Break

Developer Team Member

- Implemented collision detection and object interaction systems
- Built a puzzle framework supporting multi-step escape room mechanics
- Designed interactive rooms with triggers and item usage.

## SKILLS

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**Programming:** C#, C++, Python, JavaScript/TypeScript, Node.js, React.js

**Engines:** Unity, Godot, Unreal Engine 5, Phaser

**Technical/Programmatic:** Artificial Intelligence, Data Structures and Algorithms, Collision Handling, Game AI

**Platforms:** Linux, MacOS, Windows

**Tools:** Git, GitHub, Blender, Tiled, VSCode