

Lorenzo K. Uk

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EDUCATION

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, Computer Systems, Machine Learning, Computer Assembly

EXPERIENCE

University of California, Santa Cruz

Santa Cruz, California

Large Language Models Researcher

June 2025 - September 2025

- Developed an LLM-assisted classification tool to group compatible tilesets and automate asset organization
- Designed prompt and validation pipelines to generate structured metadata from unstructured inputs
- Evaluated prompting strategies to improve classification reliability
- Refactored TypeScript modules into reusable components

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 voice-controlled commands into game runtime using Node.js APIs
- Implemented event handling for speech driven interactions and game state changes
- Presented system implementation to 20+ industry professionals

PROJECTS

SoundSync

Developer Team Member

- Built bluetooth proximity detection to discover nearby users and exchange profile data
- Implemented backend services in TypeScript for user sessions and music preference matching
- Developed mobile UI in React Native and Swift

Automatic Tilemapper Tool

Tilemap Importing Team Member

- 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
- Evaluated multiple LLM prompting strategies and output validation methods to improve consistency of asset classification
- Refactored codebase into modular components improving maintainability

Customer Database

Solo Developer

- Built a modular command-line customer database in C with structured data handling and automated build management
- Implemented file I/O for adding and deleting user records and created a Makefile for efficient testing in Linux environments.

SKILLS

Programming: Python, C, C++, JavaScript/Typescript, Java, HTML/CSS, Node.js, React.js

Technical/Programmatic: Artificial Intelligence, Data Structures and Algorithms, Machine Learning

Platforms: Linux, MacOS, Windows

Tools: Git, GitHub, Jupyter Notebooks, VSCode