

LUKE KURODA

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EDUCATION

Bachelor of Fine Arts in Game Development and Interactive Design

May 2026

University of Southern California, School of Cinematic Arts

Minor in Computer Programming

SKILLS

Design: Gameplay Systems Design, Gameplay Prototyping, Balancing & Tuning, Playtesting & Iteration, Level Design, Puzzle Design, Design Documentation

Software: Unreal Engine 5, Unity, Perforce, Git, Adobe Creative Suite

Programming: Unreal Blueprints, C#, C++, Python

PROJECTS

HERO BOY | Blank Space Interactive

Oct 2025 - Aug 2026

Lead Game Designer

- **Gameplay Systems Design** - Designed, implemented, and iterated gameplay systems in Unreal Engine 5 Blueprints, including puzzle logic, dialogue systems, collectible effects, and player-facing mechanics through rapid prototyping and playtesting.
- **Level & Encounter Design** - Designed and greyboxed 3D gameplay spaces, puzzle encounters, player progression, and moment-to-moment level flow from concept through implementation.
- **Cross-Disciplinary Collaboration** - Collaborated with engineering, art, audio, and production to communicate design requirements, integrate assets, troubleshoot implementation issues, and iterate on gameplay.

Scarecrow | USC Games

Audio Lead

Aug 2024 - May 2025

- **Project Leadership** - Led a six-person international audio team across a year-long development cycle, coordinating production schedules, task ownership, milestones, and deliverables.
- **Cross-Disciplinary Development** - Implemented and reviewed game audio while collaborating across disciplines and maintaining implementation documentation.

Crescendo | USC

Jan 2024 - May 2024

Designer

- **Gameplay & Puzzle Design** - Designed the game's puzzle progression and level layouts around music-driven environmental mechanics, structuring encounters to introduce new orb interactions and build complexity.
- **Playtesting & Balance** - Conducted weekly playtests to identify gameplay and pacing issues, including redesigning a puzzle that consumed over half of players' total playtime to improve readability and progression.

EXPERIENCE

Gogentic.AI | Remote

Jun 2025 - Oct 2025

Game Designer

- **Game Design & Prototyping** - Designed and prototyped educational experiences for K-2 learners, defining player objectives, progression systems, and engagement-focused mechanics using Cursor and Three.js
- **Iteration & Development** - Rapidly implemented and iterated gameplay features through playtesting, stakeholder feedback, and technical requirements while collaborating with developers throughout production.