

LUKE KURODA

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EDUCATION

Bachelor of Fine Arts in Game Development and Interactive Design Expecting May 2026

University of Southern California, School of Cinematic Arts

Minor in Computer Programming and Consumer Analytics

Relevant Coursework: Game Development Principles, Interactive Systems Design, Fundamentals of User Experience and Research, Intermediate Game Design, Designing Social Games

SKILLS

Technical: Game Development, Level Design, Balancing and Tuning, Java, Python, C#, Design Documentation, 3D Environmental Design

Software: Unity, Unreal Engine, Adobe Premiere Pro, Photoshop, Lightroom, Illustrator, and Animate

PROJECTS

Scarecrow | USC Games August 2024 - May 2025

Audio Lead

- **Project Manager** - Lead an international team of six, coordinating tasks, tracking progress, and maintaining documentation
- **Cross-Disciplinary Collaboration** - Communicate between design, art, production, and engineering teams to align development goals and ensure a smooth workflow
- **Game Audio** - Oversee audio direction, provide feedback on sound design, and ensure cohesive implementation of all auditory elements

EXPERIENCE

Gogentic.AI | Remote June 2025 - Present

Game Design Intern

- Architect building K-2 learning games, defining objectives, aligning fun with educational outcomes, and building playable prototypes end-to-end in Cursor/Three.js
- Iteratively refining each build through rapid Cursor-driven tweaks and playthroughs

ID Tech | Stanford University June 2024 - July 2024

Instructor, Digital Art and Animation Studio with Adobe

- Provided engaging instruction for digital art and animation principles, guiding students through industry techniques while fostering creativity and technical proficiency

Instructor, Digital Video Production for YouTube

- Taught video production using Adobe Premiere Pro, OBS, and professional-grade cameras, covering cinematography, scripting, and editing to enhance storytelling and production quality

EA Sports | Redwood City Summer 2023

Volunteer Playtester

- Improved game development by documenting test results
- Played specific sections of pre-selected multiplayer games
- Responsible for playtesting parts of the game continually

Medaka No Gakko | Palo Alto Summer 2019 - 2022

Camp Counselor

- Promoted Japanese-American culture and values through camp and community events
- Led projects and activities while encouraging collaboration among students