

# LUKE KURODA

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## EDUCATION

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*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

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

## SKILLS

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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

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**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

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**Gogentic.AI | Remote**

**June 2025 - Present**

*Game Designer*

- Architect prototyping 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
- Communicated design intent in team meetings and integrated cross-disciplinary feedback

**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
- Playtested specific sections of pre-selected multiplayer games 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