

# 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

Technical: Level Design, Prototyping, Gameplay Systems Design, Cross-Disciplinary Collaboration, Playtesting, Balancing & Tuning, Puzzle Design, Greyboxing, Technical Game Design, C++, C#, Python  
Software: Unity, Unreal Engine, Adobe Suite, Git, Perforce

## PROJECTS

**HERO BOY** | Blank Space Interactive

November 2024 - Present

*Lead Game Designer*

- **Leadership** - Manage team designers through sprint planning, defining timelines, milestones, and weekly goals, ensuring on-track production
- **Puzzle & Level Design** - Design puzzles from early creative ideation and develop level blockouts to define scale, pacing, navigation, and gameplay flow
- **Technical Game Design** - Implement and iterate on gameplay systems using Unreal Engine Blueprints

**Scarecrow** | USC Games

August 2024 - May 2025

*Audio Lead*

- **Project Manager** - Led an international team of six, coordinated tasks, tracked progress, and maintained documentation
- **Cross-Disciplinary Collaboration** - Communicated between design, art, production, and engineering teams to align development goals to optimize workflow
- **Game Audio** - Oversaw audio direction, provided feedback on sound design, and coordinated cohesive implementation of all auditory elements

## EXPERIENCE

**Gogentic.AI** | Remote

June 2025 - Oct 2025

*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 refined 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