

Larry LeBron
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OBJECTIVE

Seeking a creative programming/design position crafting interactive experiences.

SKILLS

- Computer Programming in C++, C#, Java, Processing, and Arduino
- Interactive software and game design
- Audio engineering and sound design

EDUCATION

University of California Santa Cruz Graduating June 2013
M.S. in Computer Science, focus in Game Development and Santa Cruz, CA
Interactive Narrative

Yale University 2000-2004
B.A. in Anthropology, 3.5 GPA New Haven, CT

PROGRAMMING AND DESIGN EXPERIENCE

Illuminati Player Engagement Manager - *Co-Programmer and Designer (C#)* **Ongoing**

- Designed and programmed a system that promotes engagement by dynamically managing player choices and abilities
- Developed and implemented a mathematical model for player tension

Jumper - *Co-Programmer and Designer (C# and Unity)* **2013**

- Implemented GUI and logic for a short text-based narrative game
- Employed our Illuminati Player Engagement Manager for variable, dynamic gameplay

Kodu AI Lab - *Team Programmer and Designer (C#)* **2011-2012**

- Collaborated with a team to add narrative and emotional functionality to Microsoft's visual game-programming tool
- Implemented a code analysis system which made it easier for students to use new features
- Led and implemented a user interface re-organization

Personage Character Generator - *Sole Programmer and Designer (Java/Processing)* **2012**

- Implemented a system which simulates character lives, procedurally generating character back-story text and corresponding ability statistics
- Designed and created a user interface for story navigation and customization

- Data Hunt – Sole Designer, Programmer and Engineer (C++/Arduino)*** 2012
- Designed, programmed and engineered a tech-enhanced blend of capture the flag and laser tag
 - Utilized wearable and stationary microprocessor units for wireless communication, motion sensing, and dynamic light and sound emission
 - Created C++ software libraries for light, sound, and button-handling
- Ground Beef Resurrection – Team Programmer and Designer, Sole Audio Engineer (C#, XNA)*** 2012
- Collaborated in designing and programming an infinitely looping video game for the 2012 Global Game Jam
 - Composed, performed, synthesized and programmed all audio content for the game
 - Designed and programmed an enemy inheritance hierarchy and behaviors
- The Inspector's Brain – Sole Designer (Board Game)*** 2011
- Designed and created a murder mystery board-game prototype
 - Players collaboratively craft a murder mystery story
 - Players create and role-play their own characters while trying to frame other players

NOTABLE COURSEWORK

- Expressive Intelligence Studio Research and Development Lab*** 2011-present
Weekly meetings to discuss and assist with procedural narrative and AI research
- Interactive Narrative*** A study in computational approaches to interactive narrative 2013
- Playable Media*** Seminar in game design and prototyping practices 2012, 2013
- Procedural Content Generation*** Seminar in PCG technology and applications 2012

WORK EXPERIENCE

- Mariposa's Art – Board Member and President*** 2009-present
- Organize and lead board meetings
 - Finalizing a successful merger with the Cultural Council of Santa Cruz County
 - From 2009-2011, oversaw the operations of the organization as it provided over 2,000 students with after-school art and music programs.
- Musician, Audio Engineer, Composer and Instructor*** 2000-present
- Collaboratively compose, arrange and perform drums and percussion
 - Perform on, engineer and edit studio recordings
 - From 2004, to 2011, instructed students of all levels in drum-set and percussion
- Kuumbwa Jazz Center – Administrative Assistant*** 2005-2006
- Provided administrative support for a non-profit jazz organization
 - Managed member database and implemented technological improvements

CONFERENCES

- San Francisco Game Design Conference, 2012.***
Los Angeles Indiecade Conference, 2011.
San Francisco Game Developer's Conference, Student Summit, 2009.