

## LAUREN A. THOMAN

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## EDUCATION

**University of Southern California**, Viterbi School of Engineering

Bachelor of Science in Computer Science Games | Expected May 2027

- Relevant Coursework: Data Structures & OOD, Game Design Workshop, Intermediate Game Design, 3D Animation, Extended Reality Technologies

**San Diego State University**, Weber Honors College

Bachelor of Science in Computer Science (Transferred) | Aug 2023 – May 2024

- Dean's List; Completed Programming and Calculus sequences

## INTERNSHIP EXPERIENCE

**IndieCade — *Summer Game Design Internship***

Intern | Remote | June 2025 - August 2025

- Developed gameplay systems in Unity using C#, collaborating with programmers and designers.
- Created in-game art assets and UI layouts in Procreate, maintaining consistency with the project's climate-centered narrative.
- Led marketing efforts: designed promotional graphics, wrote social media copy, and coordinated launch announcements.

Managed the full development cycle: scoped features, tracked milestones, ran playtests, and delivered a playable build on schedule.

## WORK EXPERIENCE

**USC Athletics – Lifeguard**

Los Angeles, CA | September 2025 – Current

- Supervise aquatic facilities to ensure patron safety.
- Respond quickly to emergencies and administer first aid/CPR as needed.
- Maintain facility standards and support recreational programming with professionalism and reliability.

## **Mr. Bear Boutique**

Entrepreneur | Los Angeles, CA | July 2024 – Current

- Launched and managed an Etsy storefront, generating 4,000+ views and \$2,000+ in sales.
- Analyzed customer behavior and sales metrics to optimize listings and drive growth.

## **LEADERSHIP EXPERIENCE**

### **USC Women's Club Water Polo Team**

Vice President | Los Angeles, CA | August 2024 - Current

- Organize team events and have fundraised over \$5,000.
- Coordinate practices and community outreach within the Los Angeles area.

### **National Honor Society**

President, Retreat Leader | Palm Desert, CA | Oct 2021 - May 2023

- Directed tutoring for 200+ students and led monthly service projects and retreats.

## **PROJECTS & COURSEWORK HIGHLIGHTS**

- **Unity Prototypes (CTIN 489 – Game Design):** Built and iterated game systems with emphasis on mechanics, narrative design, and playtesting.
- **Order Up – Board Game (CTIN 488 – Game Design):** Directed a 5-member team; designed and pitched a physical board game selected as a top-3 project by faculty.
- **AR/VR Experiences (IDSN 538 – XR):** Created XR prototypes in Unity and Xcode; integrated Figma storyboards and optimized for performance.
- **3D Animation Pipeline (CTAN 452 – Animation):** Modeled, textured, rigged, and animated assets in Maya; rendered a character scene in Arnold.

## **SKILLS**

**Programming:** C#, C/C++, Java, Python, HTML

**Engines & Tools:** Unity, Unreal Engine, UEFN, Xcode, Maya, Blender, Git/GitHub

**Design & Creative:** Figma, Photoshop, Affinity (Designer & Photo), Procreate, Canva, Inkscape, Onshape

**Core Competencies:** Data structures & algorithms, OOP, optimization, pipeline scripting

**Additional:** Public speaking, digital marketing, video production, entrepreneurship