

Luca Ficano Latimer

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Education

California State Polytechnic University, Pomona

Bachelor of Science in Computer Science

Pomona, CA

Aug 2022 to Dec 2025

Related Courses: Data Structures and Algorithms, C++ Programming, Game Development, Numerical Method and Computing, Systems Programming (C), OOP

Experience

Game Design Intern, 505 Games (Avantgarden Games)

Milan, Italy

Summer 2024, Summer 2025

- Prototyped and documented features for an upcoming launch, improving team design workflow.
- Built modular pieces and designed dungeon maps in UE5 for cave environments.
- Tested *Brothers: A Tale of Two Sons Remake* and helped stabilize development.
- Implemented dialogue and quest transitions with the Narrative plugin for an early access MVP.
- Added world-map splines enabling fluid bridge building around the island.
- Worked fully in Italian and relocated for the internship.

Volunteer, GamesBeat Summit 2025

Los Angeles, CA

May 2025

- Supported registration, attendee assistance, and speaker coordination.
- Engaged with developers, publishers, and investors to expand industry knowledge and network.

Volunteer, GamesBeat Crossfire Lounge (GDC Week 2025)

San Francisco, CA

Mar 2025

- Managed check-in and networking sessions at an intimate, high-profile event.
 - Built connections with professionals between panels and during post-session networking.
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Extracurriculars

CPP Game Development Club, Historian

Jun 2023 to May 2024

- Documented agendas and outcomes to maintain continuity across projects and events.
 - Led intro workshops on Unity and Godot for core mechanics and environments.
 - Facilitated weekly sessions, guiding design decisions and implementation.
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Projects

Unity 2.5D Game: "Neon Navigator"

Feb 2023 to May 2023

- Designed level flow and event sequencing for encounters and resource pacing.
- Implemented a cursor-aimed laser shooter with energy consumption.
- *Tools:* Unity, C#, Git/GitHub, VS Code

Unity 3D Game: "Gunslinger Hilda"

Sep 2023 to Dec 2023

- Built enemy AI behavior; collaborated on shooting mechanics and bullet power-ups.
- Integrated AI with combat systems in a team setting.
- *Tools:* Unity, C#, Git/GitHub, VS Code

Unreal Engine Solo Project

Jun 2022 to Dec 2023

- Created a custom 3D landscape and material blend with slope-based grass and cliff textures.
 - Implemented a third-person controller with sprint and crouch.
 - Designed an obstacle-avoidance loop with reset conditions on collision.
 - *Tools:* Unreal Engine 5, Gaea
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Technical Skills

Languages: Java, C++, C#, HTML, JavaScript, Assembly (MIPS), Python

Developer Tools: Unity, Unreal Engine 5, Git/GitHub, VS Code, IntelliJ, Eclipse, Confluence, Perforce, Figma, Microsoft 365 tools, React, Nodejs