

LOUIS MULLARKEY

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EDUCATION

University of Southern California

Los Angeles, CA

Master of Science, Computer Science (Game Development) Major

Aug 2024 – May 2026

- Cumulative GPA: 3.8
- **Relevant Courses:** 3-D Graphics Rendering, Game Engine Development, Foundations of Artificial Intelligence

Emory University

Atlanta, GA

Bachelor of Arts, Computer Science Major, Philosophy Minor

Aug 2020 – May 2024

- Cumulative GPA: 3.6
- **Relevant Courses:** Artificial Intelligence, Intro to 3D Visualization, Machine Learning, Computer Architecture, Analysis of Algorithms, Database Systems, Linear Algebra, Probability and Statistics, Systems Programming

WORK EXPERIENCE

Pearl Abyss

Manhattan Beach, CA

Live Ops Intern

Summer 2025

- Designed and engineered external dev tools for calculating damage from combos to assess game balancing
- Prototyped in-game events for an MMORPG with 25,000 concurrent players, fostering community engagement
- Researched market trends for potential collaborations and recorded player feedback through sentiment analysis

iDTech

New York, NY

Lead Instructor

Summer 2021, Summer 2022, Summer 2023, Summer 2024

- Taught students ages 13-17 Java, Python, and C++ fundamentals, including OOP, basic ML, and Game Design
- Onboarded newer employees, coordinated camp logistics, and designed unique lessons for other instructors

PROJECTS

[Masterworks of Horror](#) (Capstone Advanced Games Project)

Los Angeles, CA

Enemy AI Engineer/Technical Designer/Lead QA

May 2024-May 2025

- Engineered enemy AI logic, implemented card effects, and refined real-time synchronization between servers.
- Designed systems and card effects from early ideation for real-time TCG, bringing 50 of the 100+ cards to life
- Held in-house tournaments, gathered feedback, and created weekly bug logs by reviewing development footage

[Richard](#) (MFA Thesis)

Los Angeles, CA

Lead Engineer

Sep 2024-May 2025

- Led engineering and development of a visual novel-style social strategy game using Unity and Yarnspinner
- Implemented backend systems and game flow, as well as created event loading, map, and save/load frameworks

[MCC Highlights](#)

Remote

Lead Video Writer/Stat Creator/Commentator

July 2021-July 2023

- Created a [series of videos](#) where statistical probabilities were calculated for monthly Esports tournaments
- Earned over 400,000 views of the series across 2 years on a channel that has grown to over 50,000 subscribers

CLUBS AND STUDENT INVOLVEMENT

Rock Climbing Club

Fall 2024-May 2026

- Was on the executive board for a club of 200 students, contributing to outdoor trips and social events

Dooley Noted A Cappella

Fall 2021-May 2024

- Sang bass and arranged mashups for Emory's service-oriented a cappella group, learning and performing music
- Performed live concerts, galas, and competitions, and appeared on Hulu original show "Tell Me Lies"

NERD Club

Fall 2020-May 2024

- Created and wrote an original creative setting, including world-building, character writing, and improv acting
- Led a weekly game of Dungeons and Dragons with said setting, bringing members of the club together

ADDITIONAL INFORMATION

Skills: C#, Unity, C++, Python, AI systems, SQL, Java, MongoDB, Perforce, Git, 3ds Max, Music Theory

Interests: Rock Climbing, Chess, A Cappella, Basketball, Dungeons & Dragons, Musical Theater, Esports