

Luke Gamage

<https://lukegamage.dev/> • <https://github.com/T5impact> • Woodstock, GA • gamageluke@gmail.com • (678) 848-2737

Education

Kennesaw State University

Kennesaw, GA

Computer Science, Game Design and Development. GPA 4.0

May, 2025

2025 Outstanding Student Award Recipient, Summa Cum Laude Graduate

Technical Skills

Programming Languages: Python, C#, C++, HLSL, HTML/CSS, JavaScript

Software and Tools: PyCharm, Docker, LangChain, Git/GitHub/Gitlab, Visual Studio, Jira, ClickUp

Experience

Ally Public Adjusting

Marietta, GA

Software Developer

July 2025 – Present

- Architected and developed a full-stack document extraction and RAG pipeline using Python, optimizing data accuracy and performance.
- Built a robust and scalable API backend with FastAPI and Docker to support complex document processing.
- Designed and implemented an extensive PostgreSQL database for efficient data storage and retrieval.
- Collaborated with cross-functional teams to ensure seamless integration of backend systems.
- Utilized hybrid OCR and digital text extraction methods to improve document processing reliability.
- Maintained clear documentation and followed best practices for code quality and deployment.

ByteSize Games

Remote

Game Developer

September 2024 – July 2025

- Architected modular gameplay and AI systems in Unity and Unreal Engine, focusing on reusable and efficient code.
- Integrated logic-based rule systems for enemy behavior to enhance gameplay adaptability
- Wrote and maintained clear code documentation using Jira and managed builds through Git
- Fostered collaboration across a multidisciplinary team, adapting quickly to changing project goals.

Code Ninjas

Smyrna, GA

Code Instructor

October 2021 – June 2025

- Instructed students in C#, JavaScript, and block-based programming, adapting custom instruction sets to different learning styles.
- Promoted collaboration and problem-solving, ensuring students learned modular design principles and backend logic thinking.

Kennesaw State University

Smyrna, GA

Physics Learning Assistant

August 2021 – May 2025

- Communicated with professors and students to help explain complex physics concepts.
- Scheduled and participated in meetings with professors and other assistants to improve teaching methods.
- Provided input on effective ways to convey topics to students

Projects

Resume Critiquer

May 2025

- Developed an AI-powered resume feedback tool with OpenAI API integration and job role tailoring features.
- Implemented prompt injection scripting and modular UI logic for a responsive, user-friendly experience

Volumetric Atmosphere Rendering

August 2022 – December 2022

- Worked with a professor to engineer a raymarching-based atmospheric rendering system with physically accurate scattering functions.
- Implemented precomputed optical depth textures, accelerating rendering performance by over 100%.

CMS Terrain Generation with Octree Integration

January 2022 – May 2022

- Designed a GPU-accelerated terrain generator using Cubical Marching Squares (CMS) for real-time terrain deformation.
- Architected a parallelized octree generation algorithm for LOD management.
- Achieved a >200% performance increase in generation speed using compute shaders versus CPU-based computing.