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Lóránt Mikolás

Education

2021–2022 **Master in Computer Graphics and Game Technology**, *University of Pennsylvania*, GPA: 4.0/4.0.

2015–2020 **Software Engineer**, *Instituto Tecnológico de Buenos Aires (ITBA)*, Argentina.

Credits/Projects

2024 **Call of Duty: Black Ops 6**, *Infinity Ward, Activision, Software Engineer.*

2023 **Call of Duty: Modern Warfare III**, *Infinity Ward, Activision, Associate Software Engineer.*

2022 **Call of Duty: Modern Warfare II**, *Infinity Ward, Activision, Technical Art Intern.*

Individual Projects Deep Q-Learning ■ LLM Orchestrator ■ Monte Carlo Path Tracer on Shader ■ L-System Procedural Forest Generation
Maya Plugin ■ PBR Pipeline (GGX/Trowbridge-Reitz) ■ Crowd Behaviours based on Reynolds Steering ■ Maya Lite App with Catmull–Clark subdivision and Skinning ■ 3D rasterizer (Qt) ■ FK/IK Unity Plugin (Limb based, CCD) ■ Spline and Euler/Quaternion interpolation w/ Unity Integration ■ OpenGL vertex deformation and noise based post process shaders.

Group Projects Tangent Space Optimization of Controls for Character Animation Maya Plugin based on Disney Research Paper
■ Unreal Engine VR Snooker ■ Image Processing Tool ■ Granular material Physics Sim ■ Unity MP Framework .

For more projects and details visit www.lmikolas.com.

Experience

02/01/2023– **Software Engineer**, ACTIVISION (INFINITY WARD), Los Angeles, United States.

Present Design and implement new game machine learning based game development tools. Create innovative AI workflows. Work with other disciplines within the team to improve our existing tools, plugins for DCCs and processes. Identify and resolve pipeline issues and discover opportunities for improvement.

Summer 2022 **Technical Art Intern**, ACTIVISION (INFINITY WARD), CALL OF DUTY , Los Angeles, United States.

Developed tools for other artists to create environments and manage assets. Simplified various content pipelines.

2022 **Interactive Computer Graphics and Computer Animation Teaching Assistant**, UPENN, United States.

2020–2021 **Lead Back-End Developer**, KIMPLE - SPAIN, Remotely from Argentina.

Led the development of new functionalities and contributed to building the back-end of the Kimple website as a .NET Core developer. Maintained the AWS infrastructure and managed a wide variety of services in the cloud. Responsible for the Docker container deployment pipeline and database management.

2020–2021 **Assistant Lecturer in Machine Learning**, INSTITUTO TECNOLÓGICO DE BUENOS AIRES (ITBA), Argentina.

2019–2020 **Markerless Motion Capture Research**, THESIS AT ITBA, Argentina.

Awards and Events

2025 **GDC Talk: Enhancing Development with LLMs and Multimodal Retrieval in 'Call of Duty'**, 03/17/2025.

2023 **Outstanding Academic Achievement Award**, *School of Engineering and Applied Science, UPenn.*

2020 **Jorge y María Rosas Fellowship**, *Agreement between ITBA and the University of Pennsylvania.*

2018 **J.P. Morgan Code For Good Competition First Place**, Argentina.

Skills

Programming C, C++, GLSL, C#, JAVA, PYTHON, JAVASCRIPT, ASM, MEL, MATLAB, OCTAVE, BASH, SQL, USD

Tools OPENGL, QT, PERFORCE, GIT, DOCKER, AZURE, AWS CLOUD, LLMs, LINUX OS, MAC TERMINAL

Software UNREAL ENGINE, UNITY, MAYA, MOTIVE OPTITRACK, HOUDINI, BONITASOFT, MICROSOFT OFFICE, JIRA

Languages ENGLISH (FLUENT), SPANISH (NATIVE), HUNGARIAN (NATIVE)