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Lóránt Mikolás

Education

2021–2022 **Masters in Computer Graphics and Game Technology (M.S.E.)**, *University of Pennsylvania*, GPA: 4.0/4.0.

2015–2020 **Software Engineer**, *Instituto Tecnológico de Buenos Aires (ITBA)*. Thesis: Markerless Motion Capture.

Credits/Projects

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

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

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

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

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 & 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 .

Experience

08/2026– Present **Senior Engineer, GenAI**, ACTIVISION CENTRAL TECH, AI STRATEGY TEAM, Los Angeles, United States.

Building practical, production-ready generative AI systems that support the creation of interactive entertainment.

08/2025– 07/2026 **Tools Programmer**, KOJIMA PRODUCTIONS, Tokyo, Japan.

Developed tools to enhance the Unreal Engine development pipeline.

02/2023– 08/2025 **Engineer**, ACTIVISION (INFINITY WARD) , Los Angeles, United States.

Designed and implemented new machine learning based game development tools. Create innovative AI workflows that integrate multiple services like Jira, Confluence and more. Improved our existing tools, plugins for DCCs and processes.

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.

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

Awards

2023 **Outstanding Academic 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)