

# Allena Oglivie

(818) 535-8480 | [ogfay05@gmail.com](mailto:ogfay05@gmail.com) | [linkedin.com/in/allena-oglivie/](https://www.linkedin.com/in/allena-oglivie/) | [Github Portfolio](#) | GHC'25 Attendee

I aim to build projects that are technically rigorous, human-centered, and accessible to bridge computation, creativity, and inclusive design.

## EDUCATION

---

**University of California, Berkeley** | *Computer Science B.A.* Class of 2027

**Relevant Coursework:** Discrete Math, Linear Algebra, Data Structures & Algorithms, Computer Architecture, AI, Graphics

**Honors:** Girls Make Games Scholars | AI4ALL Fellow | America On Tech Fellow | HSF Fund Scholar

## RESEARCH EXPERIENCE

---

**Game AI Researcher/Developer — UC Berkeley GameCrafters Research Group | Fall 2025 – Present**

- Implemented perfect-play agents evaluating entire game state spaces for optimal move selection in 100% of positions
- Modeled adversarial transitions using computational game theory, strengthening AI strategic depth
- Built tooling to trace and visualize agent decision paths, improving interpretability for players and researchers

**Deep Learning Level Generation Project — AI4ALL Fellowship | Fall 2025**

- Trained generative models (VAEs, GANs) producing playable 2D platformer levels with agent-based playability constraints
- Conducted model training and hyperparameter tuning in PyTorch, prioritizing human-playable levels over raw metrics

## TECHNICAL PROJECTS

---

**Orbito — Strategy Playable Game AI | GamesCrafters Platform | Fall 2025**

- Engineered algorithms in C, JavaScript, and Python to strongly solve [Orbito](#), enabling optimal AI gameplay; deployed publicly as part of the [GamesCrafters ecosystem](#)

**HotSpot — iOS Social Discovery App | UX Designer & Swift Developer | Fall 2023 – Fall 2024**

- Led end-to-end UX design and Swift development for iOS app serving 100+ Berkeley students; integrated MapKit APIs
- Strengthened skills in human-centered design, rapid prototyping, and iterative development

## COMMUNITY LEADERSHIP & WORK EXPERIENCE

---

**Computer Science Instructor — ID Tech & Cal STEM | May 2025 – Present**

- Designed and delivered accessible CS and AI curricula to 50+ middle/high school students with emphasis on ethics and problem-solving
- Advocated for equitable AI education access in under-resourced Southern California districts, increasing student persistence

**Marketing Consultant Intern — Kaiser Permanente | Summer 2024**

- Analyzed social media engagement across five platforms using SQL and data analytics to inform outreach strategy
- Contributed to the development of gender-affirming care web resources, prioritizing clarity, accessibility, and trust; collaborated cross-functionally in a customer-first, mission-driven environment

**Web Developer — Cal Marginalized Genders in Gaming (CMGG) | | 2024 – Present**

- Developed web platform supporting campus-wide outreach and community resources for marginalized genders in gaming

## TECHNICAL SKILLS

---

**Game AI & ML:** Python, C/C++, PyTorch, NumPy, Pandas, Reinforcement Learning, PCG, State-Space Modeling

**Systems & Web:** JavaScript, React, Swift, Java, HTML5/CSS, SQL, Firebase, OAuth2, Git, Unix

**Tools:** Google Colab, Figma, Adobe Photoshop, Illustrator