Ben Luker
Programmer and Game Developer

CONTACT

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EDUCATION

2017 - Present
BS Applied Computer Science
Woodbury University

2013 - 2017
High School Diploma
High Tech Los Angeles

SKILLS

Unity

C#

Photoshop

Python

Robot Framework

After Effects

Maya

C++

ABOUT ME

I am an aspiring Game Developer and Digital Media Artist creating interactive and narrative experiences for emerging technologies such as VR/AR and Artificial Intelligence.

I've been graced with a unique opportunity to study Applied Computer Science, which has allowed me to get hands on experience with developing with new technologies.

My goal for the future is to strengthen my skills as a programmer and get more real world experience.

WORK EXPERIENCE

November 2019 - Present
Software Computing System Undergraduate
Jet Propulsion Laboratory

I have been a part of a small software development team working on a data visualization in Unity. My job while I've been here has included automating integration tests, as well as implementing features and squashing bugs in our application.

RELEVANT COURSEWORK

August – December 2019
Mixed Reality and Data Visualization Development
Design Tech Exploration

- Independently designed and developed an educational Olympic archery experience that moves between VR and AR
- Developed a visual interface with data visualizations to convey what the world might look like in 10 years

January – May 2019
Interactive Data Visualization Development
New Media Environments

- Developed an interactive art piece using motion tracking and emotion detection technology and exhibited it at The Getty
- 3D scanned and fabricated a human face and projected audio reactive visualizations onto it

January - December 2018
Virtual and Augmented Reality Development
Mixed Reality Studio

- Designed a knife throwing experience in Virtual Reality
- Knowledge in creating Augmented Reality experiences
- Familiar with pushing and pulling data from servers to sync multiple gameplay experiences