

Luke Jeffrey

Narrative and Game Designer

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Objective

To forward this incredible medium.

To collaborate with other artists and produce powerful work.

Skills

Narrative Design

Story Design
Character Development
Game Fiction
Story Documentation
Enemy Design

Game Design

Systems Design
Design Documentation
Game Balance
Playtesting
Level Design

Technical

C#, JavaScript, JSON, HTML
Adobe Suite
Unity
Maya, Blender, SketchUp
Ableton Live, Audacity

Projects

Anego Studios, International — Lead Writer, Animator, Designer on Vintage Story 2016 - Ongoing

- Developed narrative concept and game universe.
- Writing lore, descriptions, and community material.
- Creating and maintaining story bible.
- Drafted design documents for enemies and systems.
- Creating 3D animations using proprietary engine.
- Testing and providing feedback on design and narrative implementation.

Articade Games, Charlotte, NC — Project Lead, Writer, Designer on Shadowlands 2015-2016

- Managed a team of 5.
- Drafted and collaborated on design document.
- Developed narrative concept and narrative design.
- Programmed UI, enemies, and combat systems using GameMaker.
- Collaborated on level design with randomization elements.

Kindlyn, Charlotte NC — Co-Founder, Literary Contributor 2013-2017

- Developed characters and fictional world.
- Collaborated with other artists to produce multimedia album.

Lyril Entertainment, Columbia SC — Level Designer on Dimensional 2013

- Created early level and combat designs.
- Provided consultation on narrative.

Education

University of South Carolina — B.A., Media Arts 2014

- Focus on game design & scriptwriting.