

Justin Looman

(585) 545-8741 | jlooman20002@gmail.com | justinlooman.com | [LinkedIn](#)

PROFESSIONAL SUMMARY:

Currently a 4th year student pursuing a Bachelor's degree in Gaming and Development at RIT. Acquiring producing, programming and technical skills. Currently a part of the [MAGIC Maker Program](#) as a production manager/team lead for [Ninjas on Trampolines](#).

EDUCATION:

Rochester Institute of Technology, Rochester, NY

Expected: December 2024

Bachelor of Science, Game Design and Development

Related Courses: Production Studio, Level Design, Data Structures & Algorithms for Games & Simulations, Rich Media Web Application Development (I&II), Casual Games Development, Artificial Intelligence

PROJECTS:

[Ninjas on Trampolines](#): ([MAGIC Maker Program](#), Spring 2024)

- Designed 12 unique levels, utilized a heatmap to make informed decisions on level design.
- Managed a team of 6 to bring a game from nothing to being fully produced on steam
- Developed a backend to allow for scalable UX among various scenes.

[Changeling VR](#): ([Entrepreneurial co-op](#), June 2023 - August 2023)

- 10x'd frame rates of the level, made a clear path for players to traverse, and created better interactive puzzles.
- Managed 5 team members on the Fathers's level.

[Icarus VR](#): ([IGME 450](#), Spring 2023)

- Developed a physics based throwing system.
- Responsible for leading the team's direction in developing 2 game modes and 2 levels.

[Helpless](#): ([Pirate Software Jam](#), January 2024)

- 2 week jam. Team lead and UI/UX. Set up GDD for timeline and Trello for task management.

[Exploding Apples](#): ([RIT Game Dev Club game jam](#), February 2024)

- Used OOP to handle 4 different types of apples
- 46 hour jam, solo game.

[Doodle Day](#): ([Game jam w/ Wolfjaw Studios](#), November 2023)

- 24 hour jam. Team lead, artist. Placed 3rd overall. Combination of Trello and a whiteboard for task management.

[AI Pathfinding](#): ([IGME 560](#), Spring 2023)

- Using A* and Dijkstra, created a program to pathfind between two points on a grid.
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WORK EXPERIENCE:

Ninjas on Trampolines (co-op) - *Producer, UI/UX, Level Designer*

January 2024 to May 2024

- Producer. Used trello and miro to bring art, sound, and code together in a seamless pipeline.
- Developed scalable UX, worked closely with artists to design/implement UI.

Changeling (co-op) - *Team Lead, Level Designer*

June 2023 to August 2023

- Worked with various departments to incorporate new art, helping to increase frame rates by 10x.
- Led a team of 5 to redesign a level to better represent the game's feel and looks.

Lowes - *Fulfillment*

June 2021 to August 2023

- Provided efficient & friendly customer service, ensuring all orders completed and delivered in a timely manner.

Mark's Pizzeria - *Insider*

March 2020 to August 2021

- Exemplified excellent customer service. Efficiently received, produced, and delivered orders.
- Trained 6 new members on the logistics of pizza making.

Western New York Referee Association - *Soccer Referee*

March 2016 - August 2019

- Experienced in conflict resolution between younger players, parents & coaches regarding opinions on play calls.
 - Capable of remaining calm in high pressure situations.
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SKILLS:

Programming Languages: C++, C#, JavaScript, HTML, CSS, Unreal Blueprints

Tools: Miro, Trello, Clickup, Visual Studios 2019, Unity, Unreal, XR, Blender, MonoGame, Photoshop CC, Git, Maya