

Judah Lucas Software Developer

JudahDSLucas@Gmail.com www.JudahLucas.com

Skills

Languages

- C#
- HTML, CSS and JavaScript
- Python (Minor Experience)

Other

- Unity
 - ReactJS + Redux
 - Version Control (Git/GitHub)
 - TDD using frameworks such as Mocha/Chai
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Experience

2018-Present

Personal Project: Turn-based Space Fleet Strategy Game

- Developed a turn-based combat scene using the Unity engine and C# focusing on modular and maintainable code.
- Utilized the Zenject dependency injection framework to ensure components are loosely coupled and interchangeable.
- Implemented flexible systems for dealing with Abilities, Buffs/Debuffs and differing AI strategies.

2017

Freelance Application Developer: The Enterprise Game

- Developed a desktop version of an existing educational board game “The Enterprise Game” for use in schools using the Unity engine and C#.
- Worked alongside Artists to integrate their assets into Unity.

2015-2017

Freelance Application Developer: Study Ninja

- Developed the study aid app Study Ninja using the Unity engine and C#.
 - Worked alongside Artists to integrate their assets into Unity.
 - Utilized the cross-platform tools in Unity to deploy on both Android and iOS platforms.
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Education

First Class Honours Degree in Computer Games Development

University of the West of Scotland, Paisley