# LUKE GATEHOUSE

Games Dev, Programmer

LPG.GamesDev@gmail.com

Birthday: 15/03/1996

Born: Blackburn, Lancashire UK



## **SOFTWARE**

UNREAL ENGINE 4
UNITY
UNREAL ENGINE 5
TL-Engine (Uni Engine)

.....

GIT / GITHUB GIMP

**VISUAL STUDIO** 

WORD POWERPOINT

EXCEL OUTLOOK

# **University Projects**

Slasher (スラッシャー)

October 2022 – March 2023

**SPECS & NOTES** 

**FUNCTIONALITY & MECHANICS** 

**Altered Beings** 

October 2022 - March 2023

**SPECS & NOTES** 

**FUNCTIONALITY & MECHANICS** 

### **Personal Projects**

Simon Says

August 2022 – August 2022

- GamesDev
- Solo built
- No engine used
- JavaScript, HTML, CSS
- (Tutorial learnt "Simon Says" game using JavaScript, HTML & CSS, can be played and displayed using a web-browser)
- Functional power switch
- Functional strict switch
- Functional random colour sequence and counter
- HTML & CSS functional on web-browser

#### **Education**

#### MSC

UNIVERSITY OF CENTRAL LANCASHIRE

2020 – CURRENT

**Games Development & Programming** 

#### BTEC/NVQ

3AAA

2015 - 2017

Advanced Diploma in ICT Professional Competence ICT Systems & Principles