

# LUKE

## GATEHOUSE

Games Dev, Programmer

LPG.GamesDev@gmail.com

Birthday: 15/03/1996

Born: Blackburn,  
Lancashire UK

### CODING

C++

C#

PYTHON

UE4 BLUEPRINTS

UE5 BLUEPRINTS

HTML & CSS

SQL

JAVASCRIPT

### 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

Altered Beings

October 2022 – March 2023

### 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