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

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