Luc Boettner

'Highwalker'

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Education

BS Applied Computer Science
Product College, August 2020

Experience

Intern   Jul 2017 – Dec 2017
Hospitality Pulse

- Front end development of internal tools and public facing api documentation.

- Delivered reliable and stable code, including unit tests for middle tier (PHP) and frontend (AngularJS).

- PHP, Javascript, HTML, SCSS

Founder   Aug 2015 – Aug 2017
Highwalker Studios

- Designed and created a mobile top down zombie shooter from the ground up.

- Supports several hundred zombies on screen at the same time. (up to 500 on an LG g3)

- Full day and night cycle with animated shadows.

- Highly efficient shooting system utilizing physical bullets.

- Created and published 4 unity assets with several thousand downloads.

Skills

- Trilingual – fluent (English, French, German)
- C# (Intermediate)
- Java (Intermediate)
- Javascript (Advanced)
- Typescript (Advanced)
- Python (Advanced)
- Node (Advanced)
- HTML (Advanced)
- CSS (Advanced)
- PHP (Intermediate)
- AngularJS (Intermediate)
- Angular (Advanced)
- Native Script (Intermediate)
- Maya/Blender (Intermediate)
- Gimp/Photoshop (Advanced)
- Premiere (Intermediate)
- Unity3D (Advanced)