Luc Boettner

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OBJECTIVE:
The more I learn, the more things I see I still need to learn. Eager to learn more, I feel that I have necessary attitude and aptitudes to become a productive member of a professional development team.

SUMMARY OF SKILLS:
Completed 1 year of college work in JAVA, then continued learning coding skills by developing video games. I designed, engineered and published a mobile video game built on Unity Gaming Engine. I re-architected the game to allow publishing of independent Unity assets (>2000 downloads), and to improve and push performance to the extreme.
Currently I am an engineering intern at hospitalityPulse, where I was given ownership of internal tools. hospitalityPulse uses LAMP with AngularJS as the User Facing framework.
 Lately I designed and created an API documentation application built on LAMP, including log-in security and dynamic menu.
 In total, I have 5 years progressive coding experience, with the last 10 months focused on web technologies.
I have lived in multiple foreign countries, including France, Germany, and Switzerland. I acclimate with ease to changes in environment, culture, and language.
I am tri-lingual fluent in English, French and German, and my upbringing in 4 countries and 2 continents gives me perspective when it comes to cultural difference, all the while remaining a critical thinker.

Programming Languages	C# (proficient), Java (proficient), JavaScript (proficient), Typescript(proficient), PHP (good general skills), Python (basic knowledge), HTML, SCSS
IDE	NetBeans, Eclipse, Visual Studio, Mono Develop
Frameworks	AngularJS (proficient), Angular (proficient), NativeScript (proficitentish), Bootstrap (basic knowledge)
Unit tests	Jasmine (Javascript), SimpleTest (PHP)
Other software	Maya/Blender, Gimp/Photoshop, Premiere, TexturePacker, FilterForge, GitHub, Unity 3D

RELEVANT WORK HISTORY:

July 2017 – Present (ending on Dec 31, 2017) Engineering Intern hospitalityPulse, Santa Cruz, CA	• Front End Development of internal tools and public API documentation site • Delivered efficient and reliable code, including unit tests for middle tier (PHP) and Front End (AngularJS) • PHP, Javascript, HTML, SCSS
April 2017 – June 2017 Contractor 3D animation hospitalityPulse, Santa Cruz, CA	• Helped design decisions for a 6 minute video loop for HITEC in Toronto • Created additional characters • Created all animation sequences with Maya • Published
August 2015 – Present Owner and Creator Highwalker Studios, Felton, CA	• Designed and created a top-down 2D zombie shooter game for mobile • Supports several hundred zombies on screen (up to 500 on a LG G3) • Full day and night cycle with animated moving shadows • Highly efficient shooting system utilizing physical bullets • Created and published 4 Unity assets • Wrote and designed a zombie controller able to handle hundreds of zombies on a mobile platform while retaining acceptable framerates