LUCA ALEXANDER WEIST

Junior - Intermediate Game Developer

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SUMMARY

I'm Luca, a passionate Game Developer from Germany. I picked up game development in 2019 as a hobby while studying computer science at the University of Bonn, and it quickly became a passion and now more recently also my profession.

During the 1.5+ years I've been working professionally as a game developer I've taken on generalist roles, which has allowed me to gain experience in many areas of game development. Primarily I've been focused on gameplay programming and implementing tooling to accelerate development workflows.

EDUCATION

Ernst Kalkuhl Gymnasium Bonn
German Abitur
2010 – 2017

Rheinische Friedrich-Wilhelms-Universität (University of Bonn)
Bachelor of Science, Computer Science
2018-2022

SKILLS

- **Languages**
  C#, C++, C, Java, Go, Lua, GDScript

- **GameDev Software**
  - **Engines:** Unity, Godot
  - **VC:** Git
  - **Backend:** SQLite, MongoDB
  - **IDEs:** Visual Studio, Jetbrains Rider
  - **Other tools:** Jira, Trello, Blender, Photoshop, Gimp

- **Areas of GameDev I've worked on**
  Gameplay • NPC AI • Multiplayer Systems • UI Programming • Persistence (Save system) • API Integrations • Performance Optimization (Basic 3D model and texture work)

- **Unity Packages I've worked with a lot**
  NetcodeForGameobjects • Purrnet/Diction • UniTask • GOAP • Facepunch.Steamworks • Addressables • YarnSpinner • TweenPlayables • FinalIK + AnimationRigging ObiPhysics • Lua-Csharp • TMPEffects

PROFESSIONAL EXPERIENCE

Junior-Intermediate Game Developer
SmokeStack Studios | Feb. 2025 - Present

- Project Aries: Virtual Training Simulations; training software for fire incidents and active shootings used by fire departments in Texas
- Implemented many new gameplay features and multiplayer systems
- Improved and bugfixed NPC AI behavior and various other existing systems
- Systems I've implemented: AI-assisted analysis of radio communication, physically simulated firehose, dynamic audio occlusion system, and more
- Implemented various new editor tooling and improved existing ones, e.g. a scenario file editor to more easily interface with and edit large scenario .json files
- Collaborated asynchronously with a small international team

Assistant Programmer
Flufflesocket Studio | Aug. 2024 - Feb. 2025

- Farseer's Domain: A simutaneous, turn-based MOBA
- Implemented new character abilities, lobby functionality and status effects, as well as improving and bugfixing many existing ones
- Maintained various deeper engine systems
- Collaborated both synchronously and asynchronously with a medium-sized team
- Also managed German localization of the game

PROJECTS

- **TMPEffects:** Powerful text-effects package (animations, typewriter, custom APIs)
- **GameJam Entries:** Participated in various GameJams
- **Ghidra Plugin:** Developed a Ghidra plugin for the automatic detection of various insecure functions in compiled programs