

Lukas Hall

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Portfolio: lukashall1.github.io

Professional Summary

Software developer experienced in a variety of languages and tools. Capable of developing, designing, testing, and performing maintenance of software. Able to take initiative and work independently as well as collaborate with a team.

Skills:

- Unity
- Construct3
- Microsoft Office
- HTML
- Maya
- JavaScript
- JSON
- CSS
- C#
- PHP
- Java
- Sequel
- React

EXPERIENCE

2022-2024

Student IT Assistant • Boise State Esports Arena • Boise, Idaho

- Produced professional broadcasts.
- Wrote scripts to provide quick access to critical macros to help broadcasts run smoothly.

Summer 2021

Software Developer • Nerdy Dragon • Boise, Idaho

- Communicated with DMTI client on progress and changes.
- Corroborated with coworkers to ensure a cohesive and understandable product.
- Created JSON for the back end of a website.
- Created a game for DMTI using Construct3.

EDUCATION

2022, expected to graduate 2026

Pursuing a bachelor's degree in Games, Interactive, Media, and Mobile

- Boise State University, Boise, Idaho
- Currently a sophomore

EXTRACURRICULARS

2024

Vice President, Postsecondary chapter of SkillsUSA

- Assisted the president in meetings with Agenda/Procedure.
- In the process of creating a stable foundation for the chapter.
- Organized meetings in tandem with our advisor/members.

2018-2022

Student • Meridian Technical Charter Highschool • Meridian, Idaho

- Participated in a game development extracurricular for 4 years.
- Developed Unity, C#, Design, and 3d Modeling skills.

2022

Vice President, high school chapter of SkillsUSA

- Lead chapter events in tandem with the president.
- Organized and coordinated committees for events.
- Assisted the secretary in creating the agenda.

Lukas Hall

Software Developer

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Dear Riot Games,

I am excited to apply for the internship opportunity at Riot Games, which was brought to my attention by a friend. With six years of experience in game development, particularly using the Unity engine, and a strong foundation in C#, Maya, and object-oriented programming, I am eager to bring my skills to your team and further develop my expertise in a dynamic and innovative environment.

During my time in the Games, Interactive Media, and Mobile (GIMM) program, I have honed my abilities through various competitions, projects, and coursework. Notably, I participated in the SkillsUSA interactive application and video game development competition, where I won Silver both times, judged against a national standard. These experiences taught me the importance of collaboration, creativity, and technical proficiency. My partner and I would ideate, create game design documents, and split tasks—whether working on mechanics in Unity with C# or building assets in Maya.

For my senior project, I developed a game called Star Saber, a classic arcade game inspired by Space Invaders and Galaga. In this project, I played a key role in integrating enemy art and developing power-up mechanics, collaborating closely with artists and another programmer. The successful completion of Star Saber was a significant achievement, and it received high praise from my instructors.

In my current studies at GIMM, I am working on an individual game project as my senior capstone. The program's comprehensive curriculum, ranging from beginner game design to 3D asset creation, has equipped me with a well-rounded skill set that I am eager to apply in a professional setting.

I am thrilled at the prospect of interning at Riot Games, where I can contribute to the development of world-class games while continuing to grow as a developer. Thank you for considering my application, and I look forward to the possibility of contributing to the incredible experiences developed at Riot Games.

Sincerely,
Lukas Hall