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.

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.

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

LEADERSHIP

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.

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.