
Lukas Hall

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Education

Boise State University

Boise, ID

GIMM (Games Interactive Media and Mobile) GPA: 3.55 Dean's list with High Honors

May 2026

Relevant Coursework: Advanced Game Development, Multiplayer Game Development, Senior Capstone (client project)

Experience

Boise State University ESports Student IT Assistant

Boise, ID

September 2022–October 2025

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

Nerdy Dragon Software Developer Intern

Boise ID

May 2021–August 2021

- Communicated with clients on progress and changes.
- Created JSON for the back end of a website.
- Created a game for clients using Construct3.

SkillsUSA Vice President

Boise ID

August 2024–August 2025

- Assisted the president in meetings with Agenda/Procedure.
 - Created a stable foundation for the chapter.
 - Organized meetings in tandem with our advisor/members.
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Technical Skills

Unity, Maya, C#, Java