

# Lukas Hall

## Software Developer

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Dear GIMM Works Team,

I'm excited to be given the opportunity to work with GIMM Works. I've been unity and game developing for the last 6 years with extracurriculars, competitions, and getting into the GIMM program to develop those skills. This opportunity seems like a perfect fit.

The competitions that I took part in were for the career and technical education organization SkillsUSA in the interactive application and video game development competition at my local high school. Both times I competed I won Silver, judged against a national standard.

The game I worked on for my senior project is called Star Saber. During the production of Star Saber I:

- Collaborated with artists for U.I. and enemy art integration.
- Worked with another programmer to divide the project evenly.
- Delivered a working product to my teacher for the capstone project

Sincerely,  
Lukas Hall

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GIMM Works Team  
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