

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

2022-2025

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 senior

LEADERSHIP

2024-2025

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.