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| **Lukas**  **Email:** [**Hallsweb.lh@gmail.com**](mailto:Hallsweb.lh@gmail.com)  **Phone Number: (208)-841-9691**  **Portfolio: lukashall1.github.io**  **Hall** | |
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| **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  4289 N. Price Place, Meridian, Idaho 83646, (208)-841-9691  Hallsweb.lh@gmail.com |  |  | | |  |  | |  |  |  | | |  | | | | 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 | | | |