

Luke Tobin

Discipline: Technical Game Designer

E-mail: lukejltobin@gmail.com * *Telephone number:* +353 83-4420-484

Place of Birth: Ireland * *Residence:* Netherlands * *Portfolio:* luketobin.github.io

Skills and Abilities

- Proficient in Unity with 1.5 years of professional experience.
- Adept with C# and C++ and their best practices in game development.
- Experience with version control systems such as GitHub and PlasticSCM, as well as project management tools such as Jira and Trello
- Strong prototyping and design skills, with a keen eye for what makes games fun and cohesive.

Work experience

Game Development Contractor

June 2022 - Present

Freelancing for Indie Studio's

Remote

- Designed and fully implemented an intuitive UI and it's accompanying features.
- Translated a complex GDD into a fully functional prototype using Unity.

Technical Game Design Internship

September 2021 - February 2022

Extra Nice

Leeuwarden, Netherlands

- Took full responsibility for designing and implementing the technical architecture for an upgrade system and designer tools for a high-profile client project.
- Modernized the designer tools for a legacy project that had been in development for over 8 years, streamlining the development process for designers.
- Collaborated with the development team on the design and prototyping of a new product, with a high impact of the end results. The game went on to become one of the studio's most successful product's for revenue.

Projects

Samurai Shampoo

April 2021 - June 2021

Melee Focused Roguelike

- Designed and developed over an 8 week period with a small team. Published on Steam with a Very Positive rating. Game was approved by Nintendo for a Switch release.
- Took charge of getting the team up to speed with Unity practices. Guided design specifications and implemented mechanics & back-end systems

Sleep Pet

September 2022 - April 2023

Graduation Project

- Fully designed and developed a virtual pet application that aims to alleviate bad habits for people with ADHD. Completed the game development cycle, from client specifications to completion.

Education

BSc in Game Design & Development

Groningen, Netherlands

Hanze University Groningen

September 2018 - April 2023

QQI diploma in Software Development

Cork, Ireland

Cork College of Commerce

September 2017 - June 2018