

# Luc Walz

212 River Street | East Lansing, MI

(313)-506-3771

luc.walz@motorhoney.com | [walz@msu.edu](mailto:walz@msu.edu)

## Education

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**Michigan State University** | East Lansing, MI  
**Bachelors of Engineering - Computer Science**  
2020-2025

## Project Experience

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### **Technical Artist**, VolleyGuns, Unity 3D

Spring 2025

- Worked as a technical artist with a team of 12 developers to create a series of post-processing and visual effects.
  - Created cel-shaded graphics and screen-space outlines.
  - Created stylized visual effects to match the game's punk, graffiti theme.

### **Programming Director**, Goose Genie, Unity 2D

Spring 2024

- Co-directed a programming team of 19 game development students with Spartasoft Studio to create a 2D puzzle platformer.
  - Created tasks each week for short-spanning sprints.
  - Used Trello and Discord for project management.

### **Programming Director**, Market Mayhem, Unity 3D

Fall 2023 - Spring 2024

- Co-directed a programming team of 19 game development students with Spartasoft Studio to create a 3D online multiplayer hide and seek game.
  - Guided programmers as they learned how to write Netcode.
  - Created tasks each week for short-spanning sprints.
  - Used Trello and Discord for project management.

### **Gameplay Programmer**, Sneak Easy, Unity 2D

Spring 2023

- Worked as a player programmer with Spartasoft Studio for a semester to create a 2D, side-scrolling, stealth platformer.
  - Implemented animation trees for the player character.

## Computer Skills

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### **Programming**

Proficient in C, C++, C#, Java, Lua, HTML, HLSL, and Python

### **Software**

Proficient in Unity, Blender, Aseprite, Git, Visual Studio, and Playdate's SDK

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