

# Luc Walz

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## Education

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**Michigan State University** | East Lansing, MI  
**Computer Science**  
2020-Present (Graduating December 2024)

## Project Experience

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### **Programming Director**, Goose Genie

2024-Present

- Co-directed a programming team of 19 game development students with Spartasoft Studio.
- Worked to create a 2D puzzle platformer.

### **Programming Director**, Market Mayhem

2023-2024

- Co-directed a programming team of 19 game development students with Spartasoft Studio.
- Worked to create a 3D online multiplayer hide and seek game.

### **Gameplay Programmer**, Sneak Easy

Spring 2023

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

## Computer Skills

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### **Programming**

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

### **Software**

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

## Extracurriculars

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- **Spartasoft Studio**

2023-Present

2023 Appointed Programming Team Director

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