

CHRIS LUANGRATH

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SKILLS

Software:

- **Proficient:** Unreal Engine 5, Perforce Helix Core
Visual Studio, VS Code
- **Familiar:** Unity, Maya, Houdini,
Adobe 3D Substance Painter

Coding Languages:

- **Proficient:** C++, C#,
Java, Python, JavaScript

RELEVANT EXPERIENCE

BYU Game Senior Project

Jan 2023 - Present

Pipeline/Programmer

Provo, Utah

- Developed a multiplayer networked game in UE5 using blueprints, C++, and the GAS system
- Worked and collaborated in a studio setting with 40+ people in several teams
- Implemented/maintained a Perforce Helix Core server, and training and troubleshooting for 60+ people
- Wrote scripts to help automate configuring Perforce environments for UE5
- Wrote python scripts to help streamline material importing/implementation for modelers
- Wrote Maya/python tools to help streamline animation processes for animators
- Collaborated with teammates through work management software to maximize performance (Codecks)

Perception Control Cognition Lab

Oct 2020 - Jan 2023

Research Assistant

Provo, Utah

- Created and helped develop three 3D viewing experiences in Unreal Engine
- Collaborating with teammates through work management software to maximize performance (Jira)

Renaissance Academy

Jan 2017 - Aug 2018

Space Mission Simulation Volunteer /

Lehi, UT

Programming Mentor

- Assisted 30+ students with computer errors by teaching how to fix problems
- Instructed groups of 8-10 people how to use computers in a space mission simulation
- Volunteered after school and on weekends to assist students regularly for about 1.5 years

EDUCATION

Brigham Young University,

Bachelor of Computer Science: Games and Animation

Apr 2024

Provo, Utah