**Luke Williamson**

**Summary**

Detail-oriented game designer with strong visual and technical skills. Strong prototyping and implementation experience in a variety of UX and design software. Works well with people of various skillsets to efficiently create new experiences. Passionate, hard worker who strives for the best in everything.

✉ lukewilliamson2001@gmail.com

🌐 https://drcheesyman.github.io/portfolio/

📞 360-869-6336

**Practical Skills**

**Student Projects**

*September 2022 – April 2023*

**UI Lead – Unity 3D Platformer Team Project**

*DigiPen Institute of Technology – Redmond, WA*

* Create sketches and wireframes to find the best way to convey information about the game
* Work with artists to design stylized assets that fit the theme of the experience
* Implement prototypes in engine and design placeholder assets to represent the user interface
* Work on a cross-discipline team of 19 people and ensure that everyone’s work receives proper UI with multiple passes
* Design an expansive system that supports multiple aspect ratios and updates UI icons for different input devices

*September 2021 – April 2022*

**UX Experience Designer – 2D Puzzle Platformer**

*DigiPen Institute of Technology – Redmond, WA*

* Concept and prototype various particle effects to maximize impact on the player’s experience
* Create diegetic signifiers to tutorialize game mechanics without distracting from gameplay
* Design environmental interactions and background details to further sell the realism of the world
* Work with programmers to implement Figma and Unity prototypes into a custom game engine
* Proficient in Figma and Adobe XD
* Proficient in Adobe Photoshop
* Experienced in Adobe Illustrator
* Proficient in Unity
* Proficient in C#
* Experienced in Unreal  
  (Blueprints)
* Proficient in MS Office Suite
* Graphic Design experience
* Web design experience  
  (HTML and CSS)
* AGILE development experience
* Experienced with Autodesk Maya
* Detail-Oriented
* Good with technology
* Hard worker

**Education**

**DigiPen Institute of Technology**BA in Game Design (UX and Tech focus)  
*2020 – 2024*

**Skyview High School***2016 – 2020*

**Professional Experience**

*Summer 2023*

**Design TA - WANIC Game Design**

*DigiPen Institute of Technology – Redmond, WA*

* Coordinate with instructor daily to discuss lesson plans
* Teach design fundamentals to high school students
* Provide feedback on student projects
* Playtest and evaluate comprehension of concepts
* Help students debug projects and answer questions about design principals

**Reference**

**Chris Onorati –** Lab Manager, DigiPen

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