**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. Strives for the best and works to help team members reach their goal. Passionate, hard worker who enjoys challenges and is quick to pick up new technologies.

✉ 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
* Team player
* Quick learner
* Problem solver

**Education**

**DigiPen Institute of Technology**BA in Game Design (UX and Level 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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