LUKE WILLIAMSON

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

📞 360-869-6336

PRACTICAL SKILLS

- Proficient in Unity
- Proficient in C#
- C++ Experience
- Experienced in Unreal
- Web design experience (HTML and CSS)
- Experienced with Autodesk Maya
- Proficient in MS Office Suite
- Graphic Design experience
- Proficient in Figma and Adobe XD
- Proficient in Adobe Photoshop
- Experienced in Adobe Illustrator
- AGILE development experience
- 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

REFERENCE

Chris Onorati – Lab Manager, DigiPen
   Phone: (253) 397-0801
   Email: onorati.c@digipen.edu

SUMMARY

Detail-oriented game designer with strong technical skills. Strong prototyping and implementation experience in a variety of development software. Experienced in gameplay and tools programing. 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.

STUDENT PROJECTS

September 2022 – April 2023
Game Designer – Unity 3D Platformer Team Project
DigiPen Institute of Technology – Redmond, WA

- Implemented prototype controller to allow for early testing and development
- Created custom editors for level design tools, moving platforms and user interfaces
- Created gameplay prefabs so artists and other designers could easily add interactables
- Worked on a cross-discipline team of 19 people to ensure that everyone's work is showcased
- Worked with programmers to add editor features that improve the level design workflow

September 2023 – April 2024
Tools Designer – Multiplayer Networked Combat Game
DigiPen Institute of Technology – Redmond, WA

- Created player class backend to allow for easy customization and modularity
- Worked with network programmer to ensure that all gameplay and animations synced properly
- Assisted AI programmers with bug fixing and feature implementation

PROFESSIONAL EXPERIENCE

Summer 2023
Design TA - WANIC Game Design
DigiPen Institute of Technology – Redmond, WA

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