

LUKE WILLIAMSON

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

☎ 360-869-6336

PRACTICAL SKILLS

- Proficient in Unity
- Proficient in C#
- Experienced with Autodesk Maya
- C++ Experience
- Experienced in Unreal
- Graphic Design experience
- Proficient in Figma and Adobe XD
- Proficient in Adobe Photoshop
- Experienced in Adobe Illustrator
- Web design experience (HTML and CSS)
- Proficient in MS Office Suite
- 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 prototyping and art skills. Experienced in spatial and architectural design, player guidance, and environmental interactions. Prototyping and implementation skill in a variety of game 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.

STUDENT PROJECTS

September 2022 – April 2023

Level Designer – Unity 3D Platformer Team Project

DigiPen Institute of Technology – Redmond, WA

- Sketched level plans and created prototypes in-engine using primitive shapes
- Worked with artists to develop scenery while maintaining guidance and viewpoints
- Prototyped interactions to create a complete gameplay experience
- Worked on a cross-discipline team of 19 people to ensure that everyone's work is showcased

September 2023 – April 2024

Environment Designer – Exploration Walking Simulator

DigiPen Institute of Technology – Redmond, WA

- Sketched level plans and created level geometry in Autodesk Maya
- Developed a story through environmental details and sequenced events
- Created minimal textures to define the environment and clarify guidance
- Developed effects, shaders, animations, and particles to bring the world to life

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