**Luke Williamson**

**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.

✉ lukewilliamson2001@gmail.com

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

📞 360-869-6336

**Practical Skills**

**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
* 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*

**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

**Skyview High School***2016 – 2020*

**Reference**

**Chris Onorati –** Lab Manager, DigiPen

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