

Tesla team,

Luke Dubert

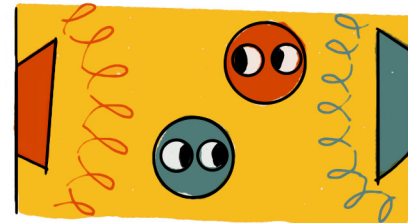
Being a gamer has shaped the course of my life. Building modded versions of my favorite board games and dreaming up Civilization expansions was how I wasted much of my free time as a kid.

Creator / Designer / Developer
dubert@me.com



Jaded stories from the video game industry kept me away from pursuing it as a career, so I focused my passion for design and development towards building powerful web apps at tech startups.

Unable to fully resist gamedev; I'm creating Bleep Bloop, a mobile game that can be played here: ambition.wtf/alpha
Purposefully simple, in order to get the gameplay mechanics perfect before adding depth. If I can achieve what I imagine, it will be genuinely fun with endless playability.



I'm not traditionally experienced at building games. I haven't worked at a game studio or even used Unity or any other industry standard engines.

What I lack for there, I make up for in creativity. As a creator of experiences first, I seek out the best tools for each task. Reading Elon's tweet about games that integrate into Teslas gave me a glimpse into a world of possibilities– Tesla games could be a radical new experience for millions– in a similar way to how phones changed the landscape of gaming.

Once humans are no longer driving, but still in transit, there is a void of time that people will need to fill. Games will be tailored to pick up quick and wind down on arrival, adapting to location, with multiplayer across vehicles.

High-end autos will come with immersive AR & VR, which radically shifts the reasons why people buy vehicles. It's still all about the experience, but now it's riding– not driving.

This problem especially intrigues me. Some day, I would love to go to Mars. Maybe even live there. But I've wondered what spending months aboard a tiny rocket in space would be like; what to do with all that time? Since the sky is no longer the limit, I'm left to imagine a fully immersive gaming and social experience, that builds camaraderie amongst the passengers/crew, prepares me for living on another planet, and makes those months just fly by.

Anyway, it's been fun dreaming.

I can't wait for the future.

I would love for an opportunity to be a part of it at Tesla.



Experience

*Emplify
Indianapolis, IN
Oct 2017 — Present*

Front-end Engineer

Building a web portal that provides insight and data to leaders on their employee's engagement. Designed and implemented new data visualization methods using React and D3. Leading the Front-end guild for Engineering Team.

*Emplify
Indianapolis, IN
Feb 2017 — Oct 2017*

Lead Designer

After sale of Bluebridge CMS for \$8M, spearheaded design of look and feel of new employee engagement data product consisting of a mobile app for data collection and a web app for data reporting.

*Emplify
Indianapolis, IN
July 2016 — Feb 2017*

Product Designer

Led team design sessions for adapting and augmenting Bluebridge CMS to new verticals. Designed and prototyped new features, occasionally implementing them.

*Bluebridge Digital
Indianapolis, IN
June 2014 — July 2016*

UI/UX Designer

Designed and developed a template system that turned vertical-specific features into a system of content types, allowing Bluebridge to expand to new verticals and gain over 200 new customers within 2 years.

Designed and developed a drag and drop CMS to control the template system and enable customers to design their own mobile apps for iOS and Android.

Designed Bluebridge logo, brand style, and branding guidelines documentation.

*Bluebridge Digital
Remote
Indianapolis, IN
Oct 2012 — June 2014*

Designer

Designed digital, print, and app assets during early startup stage. Worked with founders to develop product/market fit and design and deliver mobile app UI designs, sales presentations, product documentation and marketing assets.

*Marion, IN
2013*

Education

Bachelor of Science in Media Design
Indiana Wesleyan University

Luke Dubert

Designer / Developer

Contact

lukedubert.com
luke@dubert.me
github.com/dubert

Strengths

Ideation
Strategic
Futuristic
Competition
Learner

Summary

Front-end specialist with a hybrid design and programming background. Experienced with entire flow of creating rich web applications: starting at user research through sketching, prototyping, usability testing, programming, unit testing, and promoting to production environment. Driven by creating interfaces of the highest quality, that are intuitive and usable to new users while delightful to power users.

Skills

- Programming with HTML, CSS, JavaScript, Git, Python, & Elm
- Familiarity with JS frameworks: React, React Native, Redux, & Elm Architecture
- UI/UX design for responsive web and mobile interfaces
- Lead product team design solutioning and consensus sessions
- Data visualization using D3
- Extensive experience with generation and manipulation of SVG graphics
- Amateur Automation engineer
- Practiced with Agile development using Pivotal Tracker

Excels

When given a confined problem area with significant creative freedom.
When following a strong leader with a clearly articulated vision.

Struggles

When objectives or duties are not clear.
When unable to effect change or improve systems.