

CONTACT



Email

luca-imesch@hotmail.ch



Portfolio

www.lucaimesch.ch

LANGUAGES

German



English



French



SKILLS

Programming



Game Mechanics



3D Modeling



3D Animation



PROGRAMS

Unity



Blender



Git



Photoshop



PROGRAMMING

C# - Java - C - Assembly

LUCA IMESCH

GAME DEVELOPER



EDUCATION

Bachelor of Arts in Game Design

Zurich University of the Arts

2020 - 2023

Bachelor of Science in Electrical Engineering and Information Technology

Lucerne University of Applied Sciences and Arts

2015 - 2018

Apprenticeship Electrical Engineering

Lehrbetriebsverbund Oberwallis & Matterhorn Gotthard Railway

2011 - 2015



WORK EXPERIENCE

Game Designer and 3D Artist

Flawberry Studio

2022 - Present

Designing new Game Mechanics, designing levels and balancing them, as well as 3D modeling and animating.

Programming Teacher

Cool Code

2023 - Present

Teaching programming to 6-18 year olds using Unity and Scratch.

Programming Teacher

Futurekids

2022 - Present

Teaching programming to 8-14 year olds using Unity and Roblox Studio.

Programming Tutor

Zurich University of the Arts

2022 - 2023

Tutored Bachelor's program students in game design, helping them out in programming or engine related issues or questions.

Scientific Assistant

Lucerne University of Applied Sciences and Arts

2018 - 2020

Development of projects for industry partners, as well as assisting with preparation of new classes and teaching assistance.