

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 - Python

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

Software Engineer

Aupa.io  
2024 - Present  
Development of Web Apps and Embedded Solutions.

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  
Tutoring 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.