JLUCKA

JONATHAN LUCKA
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PROJECTS

GROOVESHARK CHAT
INTERACTION DESIGNER   *Oct 2014 – Dec 2014*

Real client based class project to integrate a chat feature into Grooveshark's current Interface. Design process involved user research, brainstorming, wireframing, and creating an interactive prototype. Final design solution was exhibited to Grooveshark development team and Computer Science department faculty and students.

MUNCHER
DEVELOPER + DESIGNER + ARTIST   *Mar 2014 – Dec 2014*

Self-initiated project created for the purpose of learning how to create mobile games for Android devices. Developed with the Cocos2d-x framework.

PAPERCUTS
TECHNICAL LEAD + LEVEL DESIGNER   *Jan 2013 – Apr 2013*

Semester-long group project to familiarize students with the game design process. The game is 2D/3D Platformer developed with the Unity Engine. Final product was exhibited to faculty and students of the Computer Science department.

SUPER SLIME BLOB
DEVELOPER + DESIGNER + ARTIST   *Jan 2010 – Aug 2010*

Exhibition project that started in high school and continued development past graduation. The game is a 2D Platformer created with the Microsoft XNA Game Studio.

EXPERIENCE

DEVELOPER INTERN
AT BIG PICTURE GAMES   *Jun 2013 – Aug 2013*
                                        Gainesville, FL

Worked with the Unity Engine on a game called Flaming Narwhal. Contributions to development include updating HUD and menu screens, and reorganizing structure of existing code.

TEACHING ASSISTANT
DEPARTMENT OF COMPUTER SCIENCE   *Jan 2013 – Present*
                                        Gainesville, FL

Courses: Programming Fundamentals 1, Interactive Modeling and Animation
Assisted three different professors with the following tasks: grading, leading weekly discussion sections, holding office hours, advising students, lecture planning, and generating quiz and examination questions.

EDUCATION

Bachelor of Science in Digital Arts and Sciences
University of Florida
August 2010 – May 2015

AWARDS

Top 100 out of 5000
Spotify Code Quest
Feburary 2012

SKILLSET

Game Design
UI Design
Interaction Design
3D Modeling
Graphic Design
Web Design
Computer Graphics

TOOLSET

Unity Engine
Autodesk Maya
Adobe Photoshop
Adobe Illustrator
Processing
Java
C/C++
HTML/CSS
Javascript/jQuery
Git
Balsamiq
InVision
Microsoft Office