

# LIAM CRAVER

4036 Saint Charles Ave | New Orleans, LA 70115  
Mobile: 1-504-812-6126 | [liam@limestudios.net](mailto:liam@limestudios.net)

## SITES

[limestudios.net](http://limestudios.net)  
[github.com/lcraver](https://github.com/lcraver)  
[dribbble.com/lcraver](https://dribbble.com/lcraver)

## EDUCATION

### NEW ORLEANS CENTER FOR THE CREATIVE ARTS

HIGH SCHOOL - 2010 to 2014

### UNIVERSITY OF LOUISIANA AT LAFAYETTE

COMP SCI - 2018 (Expected)

## ACCOLADES

### SILVER MEDAL IN GAME DESIGN

SCHOLASTIC ART AND WRITING - 2014

### GOLD KEY IN GAME DESIGN

SCHOLASTIC ART AND WRITING - 2014

### PRESIDENTIAL HONORS

NOCCA - 2014

## SKILLS

### PROGRAMMING

JS, C#, C++, Java, PHP, GoLang, HTML, CSS, GIT

### SOFTWARE

Unity3D, Blender, After Effects, Photoshop, Illustrator, Premiere

## INTRO

I am a game and web developer from New Orleans. I hope every product I work on impacts people in a meaningful and personal way, enriching their life.

## EXPERIENCE

### LookFar - 2016

Developer Intern - NEW ORLEANS

- Released Joieful app, created with Unity and Node.js, on the Oculus Store
- Created an app that allowed a company to easily generate colors for their brand
- Developed internal app to create a way for jira to track individual people's sprint

### Lime Studios - 2009 to Present

Owner - NEW ORLEANS

- Designed and developed four websites for clients
- Produced and created an independent game, Project Arrhythmia, to be released on Steam and Wii U in at least three languages, designed and developed in Unity with #C
- Partnered with four musicians to create the soundtrack for Project Arrhythmia
- Partnered with Nintendo, Sony, Steam and LiveCodingTV
- Live stream code twice a week with over 150 followers

### CenturyLink - 2015

Internal Apps Developer Intern - MONROE

- Created a Java application enabling over 1000 servers spanning three companies and multiple operating systems to stay up to date
- Presented my work to the CIO of the company

### Lawn Chair Studios - 2015 to Present

Co-Founder - NEW ORLEANS

- Worked on Segment, a social media network based around content not people
- Worked on REST API built in GoLang using Goji Framework

### TurboSquid - 2013, 2014

Intern - NEW ORLEANS

- Ensured quality of 3D models submitted to the site using 3DS Max and Maya software
- Taught my team Blender to consider supporting it on the site