

LIAM CRAVER

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SITES

limestudios.net
github.com/lcraver
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