

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

1ST OVERALL

ACADIANA REGIONAL GAMEJAM - 2016

SILVER MEDAL IN GAME DESIGN

SCHOLASTIC ART AND WRITING - 2014

GOLD KEY IN GAME DESIGN

SCHOLASTIC ART AND WRITING - 2014

SKILLS

PROGRAMMING

C#, C++, Java, JS, HTML, CSS

SOFTWARE

SteamVR, Unity3D, Blender, Illustrator, Photoshop, After Effects, Android Studio

GENERAL

Game Design / Development, Graphic Design, Hardware Design, UI Design

EXPERIENCE

CenturyLink

2017, 2015

Innovation Team Intern

Monroe, LA

- Created 4 full stack prototypes for home automation products on web and android, that were used for user testing
- Released internal CSS framework with styleguide for purpose of rapid prototyping

Internal Apps Developer Intern

Monroe, LA

- Created a Java application enabling over 4000 servers spanning three companies and multiple operating systems to keep processes in sync
- Presented project to CIO on behalf of the intern program

LookFar

2016

Developer Intern

New Orleans, LA

- Released Joieful, a product for VR experiences, built with Unity and Node, on the Oculus Store for GearVR
- Built a web app that generated a branding color palette based on image and text tags selected by clients
- Designed and built internal web apps integrated with Jira API to track individual contributor sprint progress

Lime Studios

2009 to Present

Owner

New Orleans, LA

- Produced, designed and built Project Arrhythmia, an indie game to be released on Steam and a Console in a least three languages made in Unity3D
- Live stream game development programming in C# to teach and foster love for Game Development
- Worked on multiple indie games for both mobile and PC as a hired contractor

TurboSquid

2014, 2013

Owner

New Orleans, LA

- Produced, designed and built Project Arrhythmia, an indie game to be released on Steam and a Console in a least three languages made in Unity3D
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