

LIAM CRAVER

12610 Riata Trace Pkwy #723 | Austin, TX 78727
Cell Number: 1-504-812-6126 | liam@limestudios.net

SITES

limestudios.net
github.com/lcraver
projectarrhythmia.com

EDUCATION

UNIVERSITY OF LOUISIANA AT LAFAYETTE

COMP SCI - 2014 to 2018

NEW ORLEANS CENTER FOR THE CREATIVE ARTS

HIGH SCHOOL - 2010 to 2014

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

JavaScript, HTML, CSS, C#, C++,
Java, Python, SQL, PHP

TOOLS / TECH

GIT, JIRA, React, Vue, Angular,
GULP, SASS, AWS, Linux

SOFTWARE

SteamVR, Unity3D, Blender, Full
Adobe Suite, Sketch, Android
Studio

GENERAL

Game Design / Development, Web
Design / Development, Graphic
Design, Hardware Design, UI
Design, UX Design, Logo Design

EXPERIENCE

Avatar Nutrition

2018

Product Development

Austin, TX

- Designed from scratch a new Branding Guide / Logo
- Developed several internal prototypes / betas using a React-based stack

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

General Intern

New Orleans, LA

- Ensured quality of 3D models using 3DS Max and Maya software
- Taught an introductory masterclass on Blender
- Programmed in-house tools for use in workflow