Lucas T. McKamey

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# Core Skills

* Unity 3d
* C#
* C++
* Java
* Unreal Engine 4
* HTML/CSS
* JavaScript

# Experience

**Neumont Interactive | Developer April 2019 - Current**

**Neumont College of Computer Science**

* Developing Small games for the Schools Smart TV in order to promote the School for perspective students and parents.

**ExpertVoice QA Externship | Junior QA January 2019 - March 2019**

**Neumont College of Computer Science Collaborative Project**

* Focused on Regression, Manual and Automated testing
* Rewrote automated UI testing suite for android.

**Zero-Gravity Battle Arena | Developer/Designer October 2018 – December 2018**

**Neumont College of Computer Science Senior Capstone Project**

* Designed and Built a networked multiplayer Arena game with Low-Gravity Movement
* Modeled, rigged and animated all my own characters

# Education

**Bachelor of Science in Software and Game Development** Current - September 2019

**Neumont College of Computer Science**

**High School Diploma** 2013

**Shelby High School**