Lenard Clarke

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Phone No.
(919)-258-1005

Education

William Peace University   2018 - 2023
- B.A. in Simulations and Game Design

Skills

- Programming
- Game Design
- Digital Art
- UI/UX
- Video Editing
- Level Design
- Debugging
- Project Design
- Project Management
- Documentation
- Management
- Scheduling
- Prototyping

Languages:

- C#
- C
- Java
- CSS
- Python
- Blueprints
- HTML

Software:

- Eclipse
- Visual Studio
- Adobe Photoshop
- Adobe After Effects
- Blender
- Procreate
- Unity
- Unreal Engine
- Github
- Homebase
- Google Sheets
- Google Docs

Personal Projects

Soulclef (2022 - present)
Making an indie roguelike platformer game with a small team. As Project Lead and Lead Developer I contribute to programming, game design, art, task management, documentation, and sound direction.

Game Jams (2023)
I participated in 2 game jams. 1 in a small team with 3-4 days to work each time. Another I did by myself.

Work Experience

CodeWiz in Durham: **Center Director Assistant**

Durham, NC   March 2024 - Present
- Teaching Ages 7-17 Unity Game Design.
- Lesson Planning and Documentation of Student Progress and Projects.
- Creating Instructions and Lessons for C# programming classes.
- Giving lessons on high level programming and OOP and Interfaces in Unity Game Design.
- Teaching them how to build projects and complete tasks start to finish.
- Managing Staff and Work Environment.
- Creating scheduling and work time edits in Homebase.
- Started as a Unity Instructor then promoted to Center Director Assistant in July.
- Developing unity projects in short periods of time for lessons.

Target: **Fulfillment Expert**

Raleigh, NC   December 2022 - December 2023
- Obtain items, Packaging and maintaining packing stations.
- Stocking shelves and unloading deliveries

High Cal Games LLC: **Game Development Intern**

Raleigh, NC   August 2022 - January 2023
- Contributed to development of player mechanics, ai behavior and game features.
- Developed and integrated UX/UI mechanics and contributed to interactions within the game software.
- Play testing, debugging scripts, and bug fixes.
- Conceptualized, designed, and implemented gameplay.
- Designed and Iterated game mechanics from Supervisor feedback.
- Iteration and rapid prototyping for game mechanics