



# Lenard Clarke

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## -EDUCATION-

**WILLIAM PEACE UNIVERSITY - Raleigh, NC**  
**BACHELORS OF ARTS IN: SIMULATION AND GAME DESIGN**

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## -SKILLS-

**PROGRAMMING LANGUAGES:**

C#, JAVA, JAVASCRIPT, HTML, CSS, C++, BLUEPRINT

**ENGINES:**

UNITY, UNREAL, GAME MAKER STUDIO

**IDEs:**

VISUAL STUDIO, VISUAL STUDIO CODE, ECLIPSE

**SOURCE CONTROL:**

GITHUB

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## -WORK EXPERIENCE-

**UNITY GAME DEVELOPER INTERN**  
**HIGHCAL GAMES LLC**

**AUGUST 2022 — JANUARY 2023**  
**RALEIGH NC**

- Worked as an intern game developer within the **Unity Engine** at HighCal Games, and developed gameplay functionality and mechanics for **A.I** and playable assets
- Developed and integrated **UX/UI** functionality within the game software. Object Oriented Programming utilizing **C# programming language** and **Visual Studio**, Debugging and Optimizing scripting for **Quality Assurance testing**. Received and managed task given to me by my supervisor and giving deliverables on time and properly functional

**FINANCIAL AID STUDENT WORKER**  
**WILLIAM PEACE UNIVERSITY**

**January 2021 — AUGUST 2022**  
**RALEIGH NC**

- Worked at the **front desk** and greeting students and faculty regarding **financial standings**, information and or scholarships. **Promoting scholarships and financial literacy** to students with the use of posters and flyers created by myself.
  - **Took calls** from students and parents regarding financial aid, **managing and documented** sensitive financial information. **Recording/logging in calls and dates for specific financial records and data into a database** to be sent to my supervisors and manager for further review. Helped students complete fafsa, and referring them to critical information towards their financial journey through university
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## -VOLUNTEER/EXPERIENCE-

**BOOTH PRESENTER ECGC 2023**  
**TEAM AFTERLIFE**

**MARCH 2023**  
**RALEIGH NC**

- **I created and am currently leading a indie game project in unity as its Project Leader and Lead C# Programmer and Artist.** It was originally going to be a project only consisting of me working on the project alone, but realized it would be better to ask those who I knew that were capable in different skill areas to help out with this project.
  - **I presented the game at the conference with my team for attendees to play and enjoy and to give feedback to help further the development.** I gave out times and managed the station for people to take turns to talk about their contribution towards the overall project
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## -PROJECTS-

**MY GITHUB** >> <https://github.com/lscclarke> | **MY ITCH.IO** >> <https://novalen.itch.io/>

### PORTFOLIO WEBSITE - GITHUB

**JUNE 2023 — PRESENT**

- Creating/Developing my own unique website! **HTML, CSS, JavaScript** to help develop and design my portfolio and to incorporate all my experiences and assets I have created over the years.

### PROJECT-MAGNITUDE - GITHUB

**JUNE 2023 — PRESENT**

- Developing an earthquake simulator in **UNREAL ENGINE 5, C++, VISUAL STUDIO CODE**, to better understand the phenomenon and how we can better prepare for **natural disaster situations**. Utilizing **C++ Programming Language**. The velocity and strength were developed using **C++ language and Unreal engine blueprint**.

### ZONE PARADOX - GITHUB

**MAY 2023**

- A **puzzled platformer game** developed using **UNITY ENGINE, C#, VISUAL STUDIO**, for the **GameDev.tv GameJam 2023**. The **theme** was **2-Dimensions**, so I decided to create two unique player asset independent of one another using **C# programming language** for puzzle solving to help reach the overall goal using unique and intuitive **level designing**. **Post Processing and effects** were all done in Unity and assets were created in Unity and with **Procreate**.

### KILL THE CLIMBERS - STEAM

**AUGUST 2022 — DECEMBER 2022**

**HIGHCAL GAMES LLC**

**RALEIGH NC**

- As an intern for **HighCal Games LLC**, I was charged with **gameplay programming**, and **UX/UI integration and programming**. I also worked to animate different assets and integrate those animations within the assets behavior using **C# and visual studio**
- **Quality Assurance and Debugging** was another responsibility of mine making sure that when my supervisor notified me of an error it was my job to understand the why how and create a solution.

### RELIC WARS - ITCH.IO

**AUGUST 2022 — DECEMBER 2022**

**WILLIAM PEACE UNIVERSITY**

**RALEIGH NC**

- Collaborated with a group of student developers and designers to create a unique **3D-Person UE5 project** for our final senior project. Developed the **player mechanics** and movement and **parkour climbing** by utilizing Unreals built in **blueprint scripting**.
- **Designed unique obstacles** for the player to traverse using the mechanic I developed for example: **vaulting, ledge climbing, wall climbing, wall crawling...etc**
- Using **analytical skills** to calculate the vectors between different assets to allow the parkour to run smoothly, and optimizing scripts, Quality Assurance testing