

## Luke Doty

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### EDUCATION

#### GEORGIA INSTITUTE OF TECHNOLOGY

2021-Spring 2026

BS in Computational Media: Interaction Design & Media

### EXPERIENCE

#### ART AMBASSADOR FOR Extension of Self EXHIBIT

Fall 2022

Spoke with guests about the artists and their work. The exhibit focused on the relationship between technology and identity.

#### BERLIN STUDY ABROAD PROGRAM

Summer 2023

Living in Berlin as a full time Georgia Tech student.

### PROJECTS

#### Twig Game Engine

2022

- Personal 2D game engine using the Monogame C# framework.
- Custom game component architecture and physics system.
- Custom GUI tools made with .NET Framework to format sprites and animations.

#### 6000 Fathoms

Spring 2023

- Tech demo for underwater exploration game on the Game Boy Advance
- Game system and data streaming in C for limited hardware

### SKILLS

#### C#

- .NET Framework
- Command line tools
- WinForms applications

#### BLENDER & MAYA

- Texture, shader, and geometry node editors

#### UNITY

- Universal Render Pipeline and High-Definition Render Pipeline workflow
- Shader Graph and HLSL

#### C & C++

- Hardware specific game design for Game Boy Advanced

#### ADOBE SUITE

- Photoshop: texture work and illustration
- Illustrator
- Audition
- Premiere Pro

### LEADERSHIP

#### PSI UPSILON CO-ED FRATERNITY

2022-Present

House Manager:

Responsible for managing 20 residents, communicating with the building owners, and managing contractors.

Academic Support Chair:

Responsible for study sessions, arranging tutoring, and teaching members of our organization about Georgia Tech's academic resources and support options.