

GAMES

- Movolit: Serve Before Self
- Grapplu: The Beginning
- RescueBall
- Asteriods
- Dark Possession
- Air-raid
- Un-repairable Tower

CONTACT



Portfolio | LinkedIn | Github



514-999-1076



Karanluther95@gmail.com

Montréal, QC



EDUCATION



GAME DEVELOPMENT

College Diploma

2019-2021



B. TECH COMPUTER SC.

Degree

2014-2018

KARAN LUTHER

TOOLS PROGRAMMER AND GAME TESTER

PROFILE

An enthusiastic learner and a team player with a one year of professional experience as a Tool Programmer and two years of Quality Assurance Tester and ability to quickly grasp and use new programming languages, tools, and software applications.

SKILLS

Games Engine	Unity, Unreal Engine
Programming Languages	C#, C, C++, Java I/II, Java (JSP, Servlet), HTML5, CSS3, JavaScript, Blueprints
Database	SQL
IDE	Microsoft Visual Studio, Eclipse, Code Blocks
Design Methodology	MVC, MVVM, Singleton, Observable Pattern, Factory Pattern
Version Managers	Perforce, SourceTree, GitHub
Project Management	Trello, Jira

EXPERIENCE

TOOLS PROGRAMMER

UBISOFT (2022)

- Design, implement, debug, optimize and iterate on new and existing engine systems and tools, in direct collaboration with end users.
- Analyze existing functions in the engine and see how they could be enhanced to fulfill the intentions of the project.
- Gather engine and game editor technical knowledge to provide technical support or advice to the teams and solve the production problems.

FUNCTIONAL QUALITY AND ASSURANCE TESTER

GLOBALSTEP (2021)

- Identify and execute testing for complex and interconnected functionality.
- Write and assigns a clear Jira Tickets and reports on findings and communicate status to the development team then Support the development team in a deeper investigation of issues reported and of potential fixes.
- Work closely with assigned game and tools teams to identify areas to test and construct relevant test cases.

GAMEPLAY PROGRAMMER(Internship)

DRAGONSLUMBER (2020)

- Writing a clear Code to turn the Game Design Document's Concept into a playable game.
- Performing debugging, troubleshooting, and play-testing the game to ensure optimal performance and quality.

LANGAUGE

- ENGLISH (Fluent)
- FRENCH (Intermediate)

PERSONALITY

- OPTIMISITIC | ADAPTABLE
- CREATIVE | FLEXIBLE
- DYNAMIC