

Karan Luther

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-French (B-I)

-English (F)

-Hindi (N)

-Punjabi (N)

Github: <https://github.com/lutherkaran>

GAMEPLAY PROGRAMMER

PROFILE

Game Programmer with an ability to quickly grasp and use new programming languages, tools and software applications. Dedicated team member with a passion for video games and the software industry. Responsible and Creative Problem Solver known for organization skills and delivering of work ahead of scheduled deadlines.

SKILLS

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

TRAINING OR STUDY

Video Game Programming, Post Graduate Diploma
L'institut supérieur d'informatique - Montréal

2019 - 2021

B.Tech Computer Science, Graduate Degree
Lovely Professional University - Jalandhar

2014 - 2018

Higher Secondary,
Dayanand Model School - Jalandhar

2012 - 2014

WORK EXPERIENCE

FQA Tester

January 2021 - PRESENT

Globalstep - Montréal - CA

- Identify and execute testing for complex and interconnected functionality.
- Communicate feature development to the wider QA team and provide documentation where necessary.
- Support the development team in 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.
- Write clear reports on findings and communicate status to the wider team.

Gameplay Programmer (Internship)

June 2020 - December 2020

Dragon Slumber - Montréal - CA

- Writing a clear Code to turn the Game Design Document's Concept into a playable game.
- Assess and communicate with the team mate for the possible impacts of a change in the code.
- Participate actively in the code reviews.
- Collaborate with other Team Members to modify, Add up the functionality.
- Performing debugging, troubleshooting and play-testing the game to ensure optimal performance and quality.
- Testing carefully the newly implemented features and suggesting improvements.
- Working in a team to meet a milestone within the allotted timeline.
- Ensuring all the specifications have been taken into account while developing the game.
- Assist in quality assurance assessment of game to ensure quality and reliability.

OTHER WORK EXPERIENCES

Team Member

April 2019 - September 2020

Tim Hortons, Montréal

- ☐ Sandwiches Preparation
- ☐ Food Baking and Handling
- ☐ Team Working

General Worker

2019

GI Sportz, Montréal

PERSONAL QUALITIES

- Ability to work under stressed and dynamic environments.
- Good communication skills, Confidence and adaptation to any situation.
- Time Management and Team worker carrying a positive attitude with a strong work ethic.

PROJECTS

C#, Unity

2020

I have developed a game individually, from programming to designing, titled **“MovoLit- Serve Before Self”**. The Game is a 2D strategic puzzled game using Lights, Shadows in the dark environment while following a complete top down architecture design pattern for programming.

C#, Unity

2020

I have worked on a team project of two people to develop a game called **“Grapplu - The Beginning”** in Unity Engine using C# as a core Language. The Game is a 2D action-platformer, where you can manipulate the flow of time in strange and unusual ways and use a grappling hook to grapple onto specific objects on the level. Journey to a series of levels and solve challenges to rescue an abduct!

C#, Unity

2019

“Asteroids” is a space-themed multidirectional shooter arcade game designed and developed in a team of two. The player controls a single spaceship in an asteroid field which is periodically traversed by flying saucers. The object of the game is to shoot and destroy the asteroids and saucers, while not colliding with either, or being hit by the saucers counter-fire. The game becomes more difficult as the number of asteroids increases.

C#, Unity

2020

I have also participated in a GameJam20 along with my teammates and developed a game called **“Un-Repairable Tower”**. Specifically worked for the User Experience of the game. it's a fast-paced game that requires quick thinking and reactions to ensure that you fix the tower!

C#, Unity

2020

Virtual Reality Game **“SpineLess: A Blank Tale”** made in Unity 3D, where you are on a wheelchair and you shoot through enemies and kill the boss to win. It features an indoor level, ranged and melee enemies, one boss with 3 skills, stun gun, sword and pick-able items and power. Specifically for the gun that a player can grab either while sitting on the chair or not. Gun is basically used to stun the enemies for a short period of time and make them a rag doll which can be killed by the player using other abilities.

References are available upon request