

MARKUS LUIK

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PROJECTS

Production Manager & Narrative Lead – <i>The House 2</i>	(Canva & Twine, Spring 2025) Itch.io , Documentation
Designer and writer – <i>The House</i>	(Canva, Spring 2025) Documentation
Designer - <i>The Moment Game / The Miracle Game</i>	(GSuite, Spring 2025) Documentation
Designer and illustrator – <i>Oh No, Billy!</i>	(Illustrator, Fall 2024) Documentation
Designer - <i>The Frontier Railway Group</i>	(Illustrator, Fall 2024) Documentation

EXPERIENCE

<i>Technical Assistant, NYU Film & TV Production Repair Shop, New York, NY</i>	Sept. 2024 – ...
• Maintained and repaired technical equipment, including DSLR cameras, lenses, data kits, lighting rigs, tripods, power & video cables, microphones, headphones, and audio recorders for clean and reliable equipment rental.	
• Conducted diagnostics and troubleshooting of filming equipment to document errors.	
• Built and tested custom cables and kits with proper labeling, logging and care to ensure performance and longevity of equipment.	

EDUCATION

New York University, Tisch School of the Arts, New York, NY	May 2028
Game Design, Bachelor of Fine Arts	
GPA: 3.7	

United World College, San José, Costa Rica	May 2024
International Baccalaureate Diploma Programme	
Outstanding Extracurricular Leadership award	

TECHNOLOGIES and SKILLS

Programming: GML, HTML5, CSS3, P5.js
Software: GameMaker, Twine, Unity, Photoshop, Illustrator, Canva, Notion, GSuite, GitKraken
Languages: English (bilingual); Estonian (native); German; Chinese; Japanese; Spanish

AWARDS

2024 Estonian Students Fund in USA	2024 Noore Õpetlase Stipendium (NÖS)
2024 NYU-UWC Davis Scholarship	2022 Davis-UWC Dare to Dream
2024 Tisch Scholarship	