

LUKE KAREM

Game Programmer

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Work Experience

Iron Mountain

07/22 - present

Indianapolis, IN - remote

- Developed, and implemented processes to **improve work flow** by an estimated **300 %** through the use of automating task, creating clear objectives, and streamlining communication between team members and management
- Created and implement numerous **excel documents** to allowed for a reduction of issues
- Integreated a **web scapper** to eliminate laptops and desktops that were recieved as incorrect models

MBP Distinctive Catering

05/2019 - 03/2020

Indianapolis, IN

- Catered for **high end clients** including events at venues such as businesses, weddings, private parties etc...
- Promoted** from server to driver to team leader.
- Strong **customer service skills**, with the ability to interact professionally with clients and guests

Internships:

Tantum Games

1/2022 - 4/2022

Remote

- Implemented and tested mobile apps written in unity with tantum add products.
- Collaborated with customers and the gaming community to understand their needs and preferences.
- Worked with **process and collecting data** from mobile apps such as number of users, session duration, retention rates, and demographics.

Coding Certificates:

- Data Science** certificate of completion (40 hours python course)
- Computer Science** certificate of completion (40 hour C# course)
- Machine learning** certificate of completion (40 hour SQL course)
- JavaScript Algorithms and data structures** certification (300 hour java script course)

Schooling

Purdue University: West Lafayette, IN

GPA 3.5
2020 - 2024

Current Junior majoring in Game design and computer graphics with a minor in CS.

North Central HS: Graduated NC honors 2019

Skills

Programming Languages:

- Python (dataframes / selenium)
- C++ (object oriented scripting / AI)
- C#

Game engines:

- Unreal (3d game dev)
- Unity (2d game dev)
- Corona (mobile app dev)

Software Proficiencies:

- Excel (pivot tables / v Lookup)
- Maya auto desk (modeling / lighting)
- Aseprite (2d pixel art / animation)
- zBrush (texturing / UVs)
- photoshop (graphic design)

Instrest:

- Building computers
- Home renovation
- Wood working
- Chess / video games
- 3d printing

Rating my skills

