

LUKE MARLEY

EXPERIENCE

BYU Animation Program – Solar Showdown 2023 – Unreal Engine Developer

Worked on the programming team for Brigham Young University's 2023 game project, Solar Showdown. Our team has 5 other programmers and many artists, animators and designers, and we used Unreal Engine 5 to create a 1v1 multiplayer game with RTS and tower defense elements.

- Working with C++ scripts and blueprints to implement game functionality

Exquisite Creatures Museum Exhibit – Application Developer

I worked to create several simple interactives that show up on kiosks throughout the "Exquisite Creatures" museum exhibit.

- Developed exhibit interactives shown in US Art and Science Museums

Shop Fusion Collab – Director/Project Manager

I help manage, contribute to, and lead projects on the Youtube channel SiIvagunner, including the recent Shop Fusion Collab

- Lead 66 people in creating art and music in the style of 38 different games, and modding/editing them in.
- <https://www.youtube.com/watch?v=HEZV4tVqHuQ> (credited as Blookerstein)

SKILLS

Proficient in C++, C#, Java, Python

Experience with Unreal Engine, Unity, Amazon AWS (Lambda, DynamoDB, SQS, API Gateway), Houdini, Maya, Blender, FL Studio

EDUCATION

Brigham Young University – Senior

2019 – Present

Computer Science major, Animation and Games Program

AWARDS

Finalist: Rookie Awards 2023 for "Solar Showdown"

National Silver Medalist in Game Design: Scholastic Art and Writing Awards for "Project Entanglement" – <https://blookerstein.itch.io/project-entanglement>