

Luke Thomson

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EDUCATION

Florida Polytechnic University

Apr 2024

(B.S.) Bachelor of Computer Science, Minor in Game Development and Simulation, GPA 3.5

SKILLS

- **Languages:** C#, C++, Java, JavaScript, Python, Lua, GDScript, Unity, Godot, Unreal
- **Graphics:** HLSL, GLSL, Node Graphs, Lighting, Stylization, Optimization
- **Organization:** Git, GitHub, Task Organization, Design Documentation, Scalable Design
- **3D:** Blender, Maya
- **2D:** Clip Studio Paint, Krita, Aseprite, Photoshop, Animation, Fundamentals
- **Web:** HTML, CSS, JavaScript, REST APIs, Node.js, React.js, Vue.js
- **Hobbies:** Drawing, Painting, Cooking, Piano, Clay, Electronics, Crafts

EXPERIENCE - POSITIONS

ENA: Dream BBQ & ENA: Power of Potluck | Joel G EIRL | Remote

2022 - 2025

Software Developer and Technical Artist

- Game Page: https://store.steampowered.com/app/2134320/ENA_Dream_BBQ/
- Animated Episode: <https://www.youtube.com/watch?v=TmXe-ZGr5RM>
- 3D Animation, 2D Animation, Unity Engine, C#, VFX, 3D Modelling, Texturing

Florida Poly Media Club Vice President

2021 - 2022

- Managed club budget and purchase requests for Respawn Game Jam and Game Expo
- Hosted events to educate students on using software for game development and art

EXPERIENCE - PROJECTS

Tight Space - 2nd Place Undergraduate FIEA Statewide Game Jam

Jan 2024

- Game developed in a team of 4 in under 48 hours.
- **Skills:** Game Design, 3D Modelling, Texturing, Animation
- **Features:** Items, Weapons, Interaction, Audio, Game Loop, Debug Console
- **Article:** <https://fiea.ucf.edu/news/fiea-and-florida-polytechnic-students-win-fieas-first-game-jam/>
- **Game:** <https://cecthree.itch.io/tight-space>

Vessel Of The Trench – Game Development 2 Class Project

Apr 2024

- 3D Online multiplayer social deduction FPS horror game
- Unity FishNet High-Level Multiplayer API
- **Skills:** Networking, AWS Dedicated Server Hosting, Game Design, 3D Modelling, Texturing, Animation
- **Features:** Items, Weapons, Health, Interaction, Roles, Audio, Game Loop, Debug Console

Front Tundra – Game Development 1 Class Project

Nov 2023

- Unity turn-based strategy game where actions are evaluated over a timeline.
- **Skills:** Programming, Architecture, Game Design, 3D Modelling, Texturing, Animation
- **Features:** Turn Based, Path Finding, UI, Items, Weapons, Health

FSI NASA DON: Distributed Observer Network

Apr 2023 – Apr 2024

- Ported from Unity to Unreal Engine, integrated an optimized heightmap of the moon's south pole
- Communicated tasks, goals, and progress through presentations to sponsors over 2 semesters

Other Projects

- Participated in multiple "Game Jams" to create prototypes following a theme in a short time frame.
- **Independent Games:** <https://floofinator.itch.io/>
- **Personal website:** <https://floofinator.com/>