Luke Thomson

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EDUCATION

Florida Polytechnic University   *Apr 2024*

(B.S.) Bachelor of Computer Science, Game Development and Simulation, GPA 4.0

SKILLS

- **Languages:** C#, C++, Java, JavaScript, Python, Lua, GDScript, Unity, Godot, Unreal
- **Graphics:** HLSL, GLSL, Node Graphs, Lighting, Stylization, Optimization
- **Organization:** Git, GitHub, Team Organization, Design Documentation
- **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, Cooking, Piano, Clay, Electronics, Crafts

EXPERIENCE

ENA: Dream BBQ & ENA: Power of Potluck | Joel G EIRL | Remote   *2022 - 2025*

Technical Artist

- Game Page, Episode
- 3D Animation, 2D Animation, Unity Engine, C#, VFX, 3D Modelling, Texturing

2nd Place Undergraduate FIEA Statewide Game Jam   *Jan 2024*

- Game developed in a team of 4 in under 48 hours
- 3D assets integrating textures from 2D artists. 3D Animation and visual effects
- Communicated goals and necessary tasks to ensure a viable product by the deadline
- Article, Game

FSI NASA DON: Distributed Observer Network   *Apr 2023 – Apr 2024*

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

Florida Poly Media Club Vice President   *2021 - 2022*

- Managed club budget and purchase requests for Respawn Game Jam and Game Expo

Personal Projects

- **Independent Games:** https://floofinator.itch.io/
- **Personal website:** https://floofinator.com/

references available upon request