

LUKE WILLIAMSON

✉ lukewilliamson2001@gmail.com

🌐 <https://drcheesyman.github.io/portfolio/>

☎ 360-869-6336

PRACTICAL SKILLS

- Proficient in Figma and Adobe XD
- Proficient in Adobe Photoshop
- Experienced in Adobe Illustrator
- Proficient in Unity
- Proficient in C#
- Experienced in Unreal (Blueprints)
- Proficient in MS Office Suite
- Graphic Design experience
- Web design experience (HTML and CSS)
- AGILE development experience
- Experienced with Autodesk Maya
- Detail-Oriented
- Team player
- Quick learner
- Problem solver

EDUCATION

DigiPen Institute of Technology

BA in Game Design (UX and Level focus)
2020 – 2024

Skyview High School

2016 – 2020

REFERENCE

Chris Onorati – Lab Manager, DigiPen

Phone: (253) 397-0801

Email: onorati.c@digipen.edu

SUMMARY

Detail-oriented game designer with strong visual and technical skills. Strong prototyping and implementation experience in a variety of UX and design software. Works well with people of various skillsets to efficiently create new experiences. Strives for the best and works to help team members reach their goal. Passionate, hard worker who enjoys challenges and is quick to pick up new technologies.

STUDENT PROJECTS

September 2022 – April 2023

UI Lead – Unity 3D Platformer Team Project

DigiPen Institute of Technology – Redmond, WA

- Create sketches and wireframes to find the best way to convey information about the game
- Work with artists to design stylized assets that fit the theme of the experience
- Implement prototypes in engine and design placeholder assets to represent the user interface
- Work on a cross-discipline team of 19 people and ensure that everyone's work receives proper UI with multiple passes
- Design an expansive system that supports multiple aspect ratios and updates UI icons for different input devices

September 2021 – April 2022

UX Experience Designer – 2D Puzzle Platformer

DigiPen Institute of Technology – Redmond, WA

- Concept and prototype various particle effects to maximize impact on the player's experience
- Create diegetic signifiers to tutorialize game mechanics without distracting from gameplay
- Design environmental interactions and background details to further sell the realism of the world
- Work with programmers to implement Figma and Unity prototypes into a custom game engine

PROFESSIONAL EXPERIENCE

Summer 2023

Design TA - WANIC Game Design

DigiPen Institute of Technology – Redmond, WA

- Coordinate with instructor daily to discuss lesson plans
- Teach design fundamentals to high school students
- Provide feedback on student projects
- Playtest and evaluate comprehension of concepts
- Help students debug projects and answer questions about design principals