LUKE WHITED

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EXECUTIVE SUMMARY

Motivated and highly skilled Technical Game Designer with a **strong foundation in game design, programming, and collaboration,** coupled with **proficiency in Unity and Unreal Engine, with hands-on experience in interface design, gameplay systems, and AI integration.** Furthermore, **equipped with a solid understanding of game mechanics, gameplay balance, and scripting languages (C++, C#), delivering user-focused designs, interpreting player behavior, and refining game systems**. Additionally, **adept at problem-solving and iterating on game features and mechanics, with a keen eye for detail and design and a passion for continuous development and creating engaging game experiences.**

CORE COMPETENCIES

- Unity Game Development
- Unreal Engine
- C++ Programming
- C# Programming
- Game Design Principles
- Gameplay Mechanics Design

- Scripting and Automation
- User Interface (UI) Design
- User Experience (UX) Design
- Artificial Intelligence (AI) Integration
- Game Balance and Tuning
- Gameplay Systems Development

- Interactive Media Development
- Cross-Functional Collaboration
- Agile Methodology
- Problem Solving & Analytical Thinking
- Data Structures & Algorithms
- Project Management & Leadership

PROFESSIONAL EXPERIENCE

HANGTIME | BOSTON, MA | **Interface and Gameplay Design**   **June 2023 - August 2023**

- Developed and designed the interface and sound systems for a multiplayer football-themed mobile game for iOS and Android, ensuring smooth player interaction and immersive experience.
- Collaborated with the senior designer to process data and integrate gameplay screens, lobby connections, and win/loss animations, improving user flow and retention.
- Utilized Xcode to implement sound effects (SFX) and optimize game performance across multiple devices, contributing to a more responsive experience.
- Gathered user feedback to iterate and improve UI/UX elements, enhancing overall user satisfaction based on post-launch surveys.

TALOS | BOSTON, MA | **Artificial Intelligence - Image Recognition**   **March 2022 - December 2022**

- Implemented and tagged thousands of images for AI training in Roboflow, focusing on fish species recognition for neural network-based identification.
- Managed data preprocessing tasks, ensuring the accuracy of image labeling, which enhanced the AI model's accuracy in recognizing and classifying species.
- Collaborated with senior developers to optimize training datasets, improving AI performance for real-time recognition.
- Streamlined data workflows, improving efficiency in handling large-scale image sets and reducing project timelines.

GLG ESPORTS | ROCHESTER, NY | **UI/UX Development**   **June 2021 - August 2021**

- Designed and programmed a custom interactive overlay for Esports broadcasts, enhancing the live-stream experience for audiences and casters.
- Developed features in Unity, ensuring a seamless integration of UI elements with live data feeds for Esports events, contributing to a smoother and more engaging spectator experience.
- Tested and debugged the overlay system, incorporating feedback from Esports professionals to improve stability and functionality, reducing system errors.
- Led user testing sessions, collecting feedback from casters and audience members to make real-time adjustments to the interface, improving usability and reducing interface lag.

EDUCATIONAL QUALIFICATION

ROCHESTER INSTITUTE OF TECHNOLOGY, ROCHESTER, NY | **B.S. Game Design and Development | 2019 - 2024**

Third-year student obtaining a Bachelor of Science in Game Design and Development with an immersion in creative writing and world-building