

# Luke Whited

Technical Game Design and Development

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## EXPERIENCE

### Hangtime, Boston, MA— *Interface and Gameplay Design*

JUNE 2023 - AUGUST 2023

Worked on interface design and sound design for a cooperative peer to peer multiplayer football- themed video game for iOS and Android operating systems. Processed data under the Senior Designer for Xcode to develop screens and SFX for the lobby peer-to-peer connection experience, game play screens, and win / loss animations.

### Talos, Boston, MA — *Artificial Intelligence - Image Recognition*

MONTH 2022 - MONTH 2022

Implemented, tagged, and tracked multiple thousands of images and data arrays of sets used to train an artificial intelligence in Roboflow. Worked under the Senior Developer to source and pre-process appropriate imagery for 18 different species of fish to be used for neural network training runs.

### GLG Esports, Rochester, NY— *UI/UX Development*

JUNE 2021 - AUGUST 2021

Designed, coded, and debugged the Esports interactive overlay programmed in Unity used by the casters. Reviewed feedback from the team and fans, and updated the system accordingly, while managing a large database of operators.

## EDUCATION

### Rochester Institute of Technology, Rochester, NY— *B.S. Game Design and Development*

MAY 2019 - CURRENT

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

## PROJECTS

### Entertamer— *Role-playing Card Game*

Entertamer is an asymmetrical, improvisational party game, where players perform as Bards to win the Beast's favor, or become the Beast to judge the performances themselves.

## SKILLS

Technical Game Development

C++ / C#

Unity and Unreal Engines

Artificial Intelligence

HTML & CSS

## RELEVANT COURSEWORK

**IGME-209:** Data Structures & Algorithms for Games & Simulations

**IGME-105/106:** Game Development and Algorithmic Problem Solving I & II

**IGME-220/320:** Game Design & Development I/II

**IGME-202:** Interactive Media Development

**ENGL-386:** World Building

**IGME 236:** Experience Design for Games & Media

## AWARD/ ACHIEVEMENTS

First violin in NEC's preparatory orchestra

National Honor Society member