

LUKAS REEVES



- GAME PROGRAMMER -



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LSREEVES.COM

PROJECTS

- **Programming/Team Lead | OUT OF SHAPE | Team of 6 | 2020 - 2021**
Led the team to develop a game that has puzzle solving and platforming centered around the ability to switch between shapes. Made/worked on most of the core gameplay code and helped design mechanics and story.
- **Programming | AT NIGHT THEY COME | Solo | 2021**
Programmed the mechanics for a wave-based zombie survival game for use by a designer. I wrote the scripts to be easy to understand/use without the need to look at code.
- **Game Design/Programming | SHADOW HALLS | Team of 2 | 2020**
Worked with my partner to design a collection game with the focus being on the enemy AI. Wrote most of the player code as well as all the AI code which included sight and hearing.
- **Programming | MYSID FISHING SIMULATOR | Team of 3 | 2019**
Requested by a client as part of a college course, this game was made to showcase the importance of Mysids in aquatic ecosystems such as the Chesapeake Bay. This was a simulator style game focused on the management of the water, mysids, and fish.

PROGRAMMING

- Created code for a wide range of mechanics including dialogue, AI, puzzles, shapeshifting, and movement using C# and Unity.
- Identified and fixed bugs in both my own code and my peers.
- Developed scripts in fast-paced environments such as Game Jams while under pressure.
- Created and optimized mechanics/ based on player feedback.

LEADERSHIP AND COLLABORATION

- Led a team to develop *Out of Shape* using Unity while organizing and delegating tasks using Asana.
- Reviewed the work of peers while giving feedback to help them learn and improve.
- Collaborated with peers and designers to make easy-to-implement systems in a game according to their needs and wants.

EDUCATION

B.S. SIMULATION AND GAME DESIGN

University of Baltimore |
December 2021

A.A.S. GAME AND SIMULATION DEVELOPMENT

Frederick Community College |
May 2019

SKILLS & CERTIFICATIONS

- **ENGINES**
Unity | Unreal Engine
- **PROGRAMMING**
C# | C++ | Python
- **SOFTWARE**
Visual Studio | Microsoft Office Suite | Google Applications | Trello | GitHub | Asana
- **LANGUAGES**
German

WORK EXPERIENCE

BAGGER

Fort Detrick Commissary
May 2014 – August 2020

- Interacted and communicated with customers daily and ensured good relations.
- Bagged groceries for customers and occasionally handle boxes in the storage area.