

Luke Tobin

Discipline: Game Developer

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Place of Birth: Ireland * *Residence:* Netherlands * *Portfolio:* luketobin.github.io

Summary

Passionate **Junior Game Developer**, with multiple published games for **desktop, mobile and WebGL**. Proven track-record in team environments, while encompassing almost **1 year of professional experience** in the field. Eager to learn and grow in the games industry.

Skills and Competencies

Technical: Unity, Unreal, Godot, Version Control, Software Architecture, Design Patterns, OOP Paradigms, Technical & Functional Documentation, Game Design, Design Research

Soft Skills: Critical Thinking, Multi-disciplinary Communication, Collaboration, Autonomy, Fast Learner, Driven, Coaching, Scrum, Kanban, Waterfall

Languages: C#, C++, Java, Lua

Unity: Netcode for GameObjects, Photon, Android SDK, Localization, Optimization techniques, Profiling, CI/CD, DOTS, XR Toolkit, ML-Agents, SQLite, Entity Component System

Unreal: GameFramework, UMG, Blueprints, Niagara

Work experience

Game Developer

June 2022 - Present

Freelance Game Developer

Remote

- Spearheaded the ideation and implementation of an **intuitive UI** for a forthcoming game on an unreleased technology (Unidice).
- Transformed an intricate Game Design Document and technical documentation into a fully realized product using **Unity**.

Technical Game Designer Internship

September 2021 - February 2022

Extra Nice

Leeuwarden, Netherlands

- Modernized and refactored **designer tools** in **Unity** for a legacy project spanning over 8 years, resulting in a increase of efficiency for level and content creation, thereby significantly **improving the development workflow** for designers.
- Led the conceptualization and implementation of an **advanced upgrade system and designer tools**, playing a pivotal role in the success of a client project and demonstrating strong leadership and technical skills.
- Designed and iterated upon compelling **UI mockups and wireframes** for an upcoming mobile game, informed by **extensive market research** and employing **standardized UX principles** specific to the mobile game market, ensuring an intuitive and engaging user interface.

Education

BSc in Game Design & Development

Hanze University Groningen

Groningen, Netherlands

Sept 2018 - April 2023

QQI in Software Development

Cork College of Commerce

Cork, Ireland

Sept 2017 - July 2018