

LUKE JONES

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PROFILE

I have worked in the industry on everything from cross company collaborative projects to small independent projects, creating different systems ranging from platform integration to core systems. I have been both a programmer and a designer on projects and have covered a wide range of game genres and gameplay systems. I have always ensured I am working on at least one project actively to continue bettering my work and crafting unique games.

SKILLS

- C#, C++
- Unity
- Unit testing (Unity)
- Source control (Git)
- AI programming
- English, Welsh

WORK EXPERIENCE

2022 - 2023

RATTLECAN GAMES LTD, JUNIOR PROGRAMMER

- Cross-team communication
- Rapidly changing environment
- Crossplay integration

EDUCATION

2018 - 2021

BSC (HONS) COMPUTER GAMES DEVELOPMENT, STAFFORDSHIRE UNIVERSITY

Qualification: Second Class First Division

2016 - 2018

BTEC CREATIVE MEDIA PRODUCTION (GAMES DEVELOPMENT), COLEG MENAI

Qualification: Distinction Distinction Merit

PROJECTS

NOV 2022 – APR 2023

CATAN CONSOLE EDITION, DIGITAL TABLETOP GAME CONVERSION

- Cross-platform development
- Collaborating across studios

NOV 2022 – MAR 2023

LINE WAR, FUNCTIONAL PROGRAMMING TERMINAL GAME

- Written fully in functional programming with C#/LanguageExt

OCT 2021 – PRESENT

UNTITLED SLIME PUZZLE, SYSTEMATIC 2D PUZZLE GAME

- Highly versatile rules and effects system
- Soft body physics
- Unit testing

DEC 2020 – MAY 2021

TAMEABLE CREATURES, ADVANCED AI

- Scalable, design friendly Hierarchical Task Network Planner

OCT 2020 – AUG 2021

ESKER, MOBILE ENDLESS RUNNER

- Designer friendly spline system
- Mobile development experience

ACTIVITIES

- Board games
- Campanology
- Electronics repair
- Rock climbing
- Stenography