

# LUCAS WARNER

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## QUALIFICATIONS PROFILE

Technically versatile with training in **3D Game Design** technologies, concepts, and architectures; well-prepared to contribute to best-practice level design and scripting efforts.

- ◆ Broad exposure to design methodologies in scripting and programming; leverage strategies for best practice technology architecture, including prevailing design techniques.
- ◆ Develop innovative solution strategies, applying project management, analysis, and solution development expertise to achieve goals.
- ◆ Solid foundation of marketing, business, and technical savvy supporting all creative endeavors, and contributing to successful end-to-end project development.
- ◆ Equally adept at team coordination and collaboration.
- ◆ Highly autonomous with outstanding critical thinking and decision-making skills; finely honed communication strengths, collaborating with diverse stakeholders.

## TECHNICAL PROFICIENCIES

*Platforms:* Windows, Android, iOS, Windows Phone

*Programming:* Unity C#, C++

*Tools:* Unity, UDK, Unreal Engine 4, 3DS Max, Maya, MotionBuilder, Mudbox, Sculptris, 3D Coat, Headus, Photoshop, Illustrator, After Effects, Audition, Mixcraft, Pro Tools, Fruity Loops, Cryengine, Microsoft Office

*Methodologies:* Requirements Analysis, Data Collection, User Research, Planning, Prototyping, Level Design, Scripting, Testing, Debugging

## EDUCATIONAL BACKGROUND

**Bachelor of Arts in 3D Game Arts & Design**, 06/2015

Mt. SIERRA COLLEGE, Monrovia, California

## EXPERIENCE HIGHLIGHTS

ObEN, Pasadena, California

**Unity Solutions Engineer**, 11/2016 to 06/2018

Responsible for planning, and implementing demos and apps for potential investors, conferences and official products. Created their first and current avatar system; a key part of the SDK.

- The demos and applications incorporated the usage of the newest AR and VR technology.
- Hand selected and worked hands on with the art team that pushed ObEN's avatar system to the next level.
- Helped secure over \$30M in venture capital funding and many awards with the team's hard work.
- *Core Technologies:* Unity, ARCore, Vuforia, ARKit, VR Toolkit, Autodesk Maya, Adobe Photoshop

SPECTOCULAR LABS, Pomona, California

**VR/AR Developer, 08/2015 to 09/2016**

Contracted to Develop an advanced Augmented Reality Sample and SDK in Unity. I also worked on a VR sample for their other VR Cinematic Experience.

- The sample included a custom head tracking script for their unique design, a unique visual experience that incorporated digital butterflies into the real world, a mini game that operates off of a pedometer, a location-based Pokemon GO inspired game, and an immersive AR golf game.
- The visual sample for their Cinematic experience incorporated a virtual cinema, at-home cinema and a 360 video experience.
- *Core Technologies: Unity, Autodesk Maya, Adobe Photoshop, 3D Coat*

UPFRONT APPLICATIONS, Newport Beach, California

**Lead Game Developer, 08/2015 to 04/2016**

Built a strong foundation with a multitude of games and scripting knowledge. I was responsible for a small key team of talented individuals.

- Responsible for planning, organizing and developing multiple games within the given deadlines. Guided each team member through the steps and set personal deadlines to meet the deadlines of our superiors. In total we released 9 games.
- *Core Technologies: Unity, Autodesk Maya, Adobe Photoshop, 3D Coat*

FUNN MAGAZINE, Hollywood, California

**Lead Augmented Reality Developer, 07/2015 to 08/2015**

Worked hands on with the owner of the corporation in developing this augmented reality program on the Unity platform. This position required me to carefully script the software, develop new UI assets, even animation.

- Providing great expertise in the scripting platform of Unity was one of the key priorities in my position. I acted as an adviser in the professional decisions of the company on how to move forward with the program.
- *Core Technologies: Unity, Vuforia, Xcode, Autodesk Maya, Adobe Photoshop*

MT. SIERRA COLLEGE, Monrovia, California

**3D Game Arts & Design Student, 48 Hour Event – 2015, 2016, 2017, 2018**

Performing hands-on game design and project management while completing extensive coursework in 3D game design concepts, including Mobile Game Development, Environmental Modeling, Level Design, Lighting & Rendering, and Advanced Scripting. Developing real-world experience in design and modeling, algorithmic logic, programming, and scripting

- Served as Project Manager and Lead Scriptor for Global Game Jam 2015 & Global Game Jam 2016—a worldwide competition to produce a video game in 48 hours, with the theme of “What do we do now? & “Ritual”; managed team of 8 Game Designers and ensured attainment of bi-hourly deadlines, leading Unity scripting and assembling game level.
- *Core Technologies: Unity, 3D Max, Maya, MotionBuilder, Mudbox, Sculpttris, ZBrush, 3D Coat, Headus, Photoshop, Illustrator, After Effects, Audition, Mixcraft, Fruity Loops, Cryengine, UDK, Unreal Engine 4, Microsoft Office (Word, Excel, Access, PowerPoint)*

**Requested Salary: \$100,000 per year or comparable hourly rate**