

LUKE MAGNESS

Computer Game Design, First Class Graduate:

Meadowlea
Pirton Lane
Churchdown
GL3 2QE
07956 127013
luketmagness@gmail.com

Professional Summary:

Creative first class game design undergraduate, experienced in creating a variety of high-quality projects through the combined use of technical and creative abilities. I have worked both collaboratively and independently, always creating high quality projects in accordance with scheduled plans and goals. Additionally, I am a natural leader and proficient planner, able to thrive and guide through collaborative projects with creative thinking, logical planning and a deep passion for my field.

Education:

First Class Bachelor of Engineering, Computer Game Design, September 2020 - May 2023
Staffordshire University - Stoke on Trent

Through my degree I have participated in two collaborative projects, one as a junior and one as a senior, created six of my own games and four prototypes that were built off of premade demos.

Skills:

- 3 years Unreal Engine Experience
- Proficient in the Advanced implementation of Blueprints.
- Creative Thinking
- Analytical and Critical Thinking
- Effective communication
- Effective Team worker and Team builder
- Design development
- Technical Designer
- Proficient Problem solver
- Adaptable and proficient at Improvising
- 7 years' experience in designing and running games of Dungeons and Dragons.

Accomplishments:

Individual Projects:

- Advertised and successfully funded my own Kickstarter project.
- A real time, third person combat system with working UI, movement system, spell system, attack combos, and functioning enemy AI.

- A 2D pixel art platformer and resource gathering game with function potion crafting, inventory and score tracking systems.
- A Minecraft themed third person action game with Minecraft themed mechanics, enemies and map.
- A PS1 style puzzle platformer game which promotes exploration using darkness and light.
- Created my own content for Dungeons and Dragons for over 7 years.
- A fantasy themed, werewolf Player vs Player collection game, with functioning combat mechanics, power ups and shops.
- A puzzle platformer, using the possession of characters with different inherent abilities to progress.
- Designed levels for a pre-built Top-Down shooter, a prebuilt Metroidvania and a prebuilt third-person puzzle-platformer game.

Collaborative Projects:

- Senior, Technical Design: A fast-paced fantasy style dungeon crawler FPS, with numerous spells, enemies and traps.
- Junior, Technical Design: A retro inspired dynamic space shooter, with numerous enemies, power ups and a final boss which I created.