LUKE DUCKETT

UNITY C# PROGRAMMER

CONTACT DETAILS

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CAREER OBJECTIVE

To apply my passion for game development and expertise in Unity, C#, and game system architecture to contribute to the creation of impactful gaming experiences.

Seeking challenging opportunities within the game development industry where I can leverage my skills to craft innovative games that resonate with players.

SKILLS

UNITY DEVELOPMENT: 2D/3D/AR

Proficient in Unity engine and C# programming for creating impactful games from concept to publishing, aligning with Chaos Theory's focus on games for change and entertainment.

UNITY UI/ANIMATION:

Experienced in Unity UI and Animation systems to design immersive user interfaces and animations.

TEAM COLLABORATION:

Strong team focus and problem-solving skills, committed to fostering a supportive and inclusive environment.

VERSION CONTROL (GIT):

Proficient in GIT version control for efficient collaboration and code management.

EMPLOYMENT HISTORY

FREELANCE UNITY DEVELOPER ~ (FEBRUARY 2024 - CURRENT)

- Spearheaded the implementation of a feature in an upcoming beat 'em up style game, prioritizing reusability and optimization to enhance overall gameplay experience.

- Played a pivotal role in quality assurance by meticulously identifying and resolving bugs that hindered developers from effectively testing features within the Unity editor, ensuring seamless development processes and timely project delivery.

UNITY DEVELOPER – GRUB LAB ~ (JULY 2022 – NOVEMBER 2023)

- Led the development of an AR Interaction helper class, streamlining AR game and experience creation and enhancing workflow efficiency.

- Designed and implemented a dynamic world spawning system, revolutionizing gameplay dynamics and creating immersive player experiences.

- Engineered a player controller and interaction system, elevating gameplay immersion and user engagement.

- Optimized existing games, significantly enhancing overall app performance and user experience through performance tuning and code optimization techniques.

- Successfully migrated an ongoing project to the new Unity input system, ensuring compatibility and future-proofing the development pipeline.

- Innovated by creating an internal tool for testing venue white labels, optimizing the QA process and improving product quality.

- Prototyped experiences for renowned IPs such as Minions and Jurassic for pitch decks, showcasing creative prowess and securing brand partnerships.

- Designed a versatile game template for AR scenes, expediting development cycles and facilitating rapid prototyping for future projects.

CONTRACT UNITY DEVELOPER – EIC ACTIVITIES ~ (JANUARY 2022 – JULY 2022)

- Played a key role in improving existing systems, enabling animators to create default animation states using interactive sliders, thereby enhancing workflow efficiency.

- Implemented unit tests throughout the codebase, ensuring robustness and reliability of the application.

- Identified and resolved bugs using Jetbrains Rider and Microsoft Visual Studio debugging tools, contributing to a smoother user experience.

- Leveraged Tortoise Git and Azure DevOps in a CI/CD environment for streamlined collaboration and efficient project management.

SOFTWARE DEVELOPMENT AND UNITY TRAINING |GAMEDEVHQ 2018 – 2022)

- Implemented mock insurance application integrating Google Maps and Amazon Web Services (AWS) using C#, demonstrating proficiency in utilizing external services within Unity projects.

- Created a prototype to demonstrate a point-and-click stealth game with immersive cutscenes, showcasing storytelling and gameplay mechanics.

- Created a prototype 2.5D platformer featuring wall jumping, ledge climbing, and ladders.

- Created a prototype 2.5D platformer with advanced features such as wall jumping, ledge climbing, and ladders, highlighting expertise in character movement and level design.

- Created a prototype Android dungeon crawler featuring an in-game shop system and implementing rewarded Unity ads, illustrating monetization strategies and mobile game development skills.

MULTIPLE TEAMS - DIGITAL PARTNERSHIP OFFICE | WEB PUBLISHING | FOREIGN INVESTMENT | SYSTEMS INTEGRITY ~ AUSTRALIAN TAXATION OFFICE (2017 – 2023)

- Spearheaded the development of a client relationship and work management Jira interface for internal clients, improving task tracking and team collaboration.

- Automated user management in JIRA, significantly reducing administrative overhead and allowing for more efficient allocation of resources.

- Designed and implemented a work management macro, optimizing the utilization of digital tools and enhancing team productivity.

- Engineered a data processing macro for the Web Publishing team, enabling quick identification of actionable items and streamlining workflow processes.

PERSONAL PROJECTS | 2018 – ONGOING

- Currently developing a comprehensive budget and spend tracking app for Android, leveraging Unity Cloud Save Beta, Unity Authentication Beta, and Facebook Login SDKs to ensure secure data management and user authentication.

- Successfully published a 2D video game titled "Milky Way Defense Force" on the Google Play Store, featuring a user-friendly volume menu, high score system, and integrated Unity ads for monetization.

- Prototyped a pay-checking application tailored to the specific needs of employees in the hospitality industry, aiming to empower them to verify their pay accurately and efficiently, thereby ensuring fair compensation and financial security.

- Developed an internal application for automated login and seamless hosting of Webex meetings on Android, specifically designed to facilitate remote collaboration and communication within our team. The application automatically dialled and logged in users, typed in host passwords for meeting hosts, and streamlined the overall meeting setup process for our internal team members.

REFERENCES

NAME	EMAIL	Mobile	COMPANY	POSITION	RELATIONSHIP
CHRIS HILDEBRANDT	chris@grublab.io	0418213885	GRUB LAB	CHIEF TECHNOLOGY OFFICER	MANAGER
DAVID CRAIG	david@grublab.io	0476135058	GRUB LAB	SENIOR UNITY DEVELOPER	DIRECT SUPERVISOR

EDUCATION

- Professional Unity developer program with GameDevHQ (March 2019 – 2022): Completed an intensive Unity developer program, gaining expertise in game development principles, C# programming, and Unity engine proficiency.

- Certificate 3 Government – Public Sector Training Solutions (2018): Obtained a Certificate 3 in Government from Public Sector Training Solutions, gaining foundational knowledge and skills relevant to government administration and operations.

- Certificate 3 Hospitality Commercial Cookery - Hunter Valley Hotel Academy (2013): Completed a Certificate 3 in Hospitality Commercial Cookery from Hunter Valley Hotel Academy, acquiring practical skills and knowledge in culinary arts and hospitality management.

- Diploma of Technology – NSW Tafe Digital (2024 – Present): Currently pursuing a diploma in technology at NSW Tafe Digital, furthering knowledge and skills in technology and related fields.