

Lukas Goodman

Game Designer, Student

WWW.LUKASGOODMAN.COM

(480) 815-2310

LUKASGOODMAN23@GMAIL.COM

SKILLS

Unreal Engine 4 /5, Unreal Scripting, Blueprint Scripting, Unity Scripting, C++, Java, Blender, Photoshop, Microsoft Suite, Google Workspace

EDUCATION

Bachelor of Science in Computer Science, Game & Virtual World Development Dec. 2023
Edinboro University of Pennsylvania

Activities: Founder, Game Design Club, January 2022

Relevant Coursework: Game Programming, Linear Algebra I, Calculus for Science and Engineering II, Algorithms and Data Structures, Professionalism in Science and Technology - Communication, Conduct and Ethics, Human Computer Interaction: VR Game Development, Principles of Sociology

WORK EXPERIENCE

Student Leader
YoungLife

Jul. 2020 - Jul. 2021

- Designed activities to engage, excite, and energize middle-school students
- Cultivated meaningful engagement practices in high-school leaders
- Managed leadership structure throughout student retreats

PROJECTS

Project details and additional projects: WWW.LUKASGOODMAN.COM

First-Person Gun System

Multiple Firing Type, Cone Based Firing, Aim-Assist System, and Perk System

- Mycosis: Destiny 2 Exotic Sidearm
 - Alternate Firing Mode fires Poison Projectile
 - Collaborative Project with artist Sam Diaz
- Iris's Prism: Destiny 2 Exotic Grenade Launcher
 - Able to switch between 4 damage elements
 - Collaborative Project with online friend (UI Design)

Sports Emporium: VR Game

- Level and Activity Design
- Baseball Implementation

Heralds of War: Destiny 2 Vanguard Strike

- Full Level Blockout
- Encounter Design Documentation