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| **Luke Oxer**  **Games Programmer/ Technical Designer** | 07927413287  Luke.Oxer@gmail.com  <https://www.linkedin.com/in/luke-oxer-2b842a1b0/>  <https://lukeoxer.wixsite.com/lukeoxer> |

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|  | Profile |

I achieved a First Class BSc (Hons) Degree in Computer Games Design and Programming and a Distinction in MSc 3D Games Design. I have always been interested in both coding and designing games from an early age. I taught myself C# and C++ while at school and have since gone on to study both at university. I have also participated in several game jams with people from all different backgrounds. I enjoy gaming on all platforms from pc to console including VR.

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|  | **Education** |

## MSc 3D Computer Games Design| Staffordshire University

### OCT 2021 – sEPT 2022

Grade: Distinction

## BSc (Hons) Computer Games Design and Programming | Staffordshire University

### Oct 2018 – Sept 2021

Grade: First Class

## A-Levels | Alsager Sixth Form College

### Sept 2016 – August 2018

Computer science: C

Mathematics: C

Biology: D

### **Skills**

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| * C# * Unity Engine (C#) * C++ (Basic) * Unreal Engine Blueprint * Visual Basic * Python * Trello * Jira | * Git * Team Leader on Collaboration Project * Communication * Teamwork * Aseprite * Clip Studio Paint * Blender |

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|  | **Online Courses**  * Unreal Engine C++ Developer: Learn C++ & Make Video Games (Udemy, In Progress) * How To Draw and Sketch for Absolute Beginners (Udemy, In Progress) |
|  | **Hobbies** |

* Mag Ball – Mag ball is a browser game I made in two weeks in the unity engine. With this project the goal was to create a game with simplicity as its focus. The player must use a magnet to guide a ball to the goal traversing the increasing variety of obstacles. The magnet however is linked to a energy bar which when drained will cause it to stop working.
* Crolf – A university project with a focus on level design in Unreal Engine 5. The base gameplay is designed around the idea of creating a unique game in the golf game genre where the instead of a ball the players use wind up cars.
* FFXIV Inspired Boss Fight – A project for created for university with the idea of testing If I was able to recreate an already established boss fight from a popular online MMORPG in unreal engine 5 as a local co-op game with hack and slash elements.
* Violence – Violence is a university project made as part of a group. The idea behind the game was to create a game in a similar genre to Ultrakill and Doom using medieval weaponry and magic.
* Gaming – My first experience was Lego Star Wars II on the Playstation2 with favourite Genres are MMORPGs and simulation racing games. I own a HTC Vive and a my PC is self-built.

* Tabletop Role-Playing Games – Dungeons and Dragons 5th Edition and Pathfinder 2nd Edition. I have played these two TTRPGs with a close group of friends I found through joining the MYTH society at Staffordshire University.
* Motorsport – Formula 1, British Touring Cars, and Go-Karting. I became interested in F1 after watching a race with a friend in early 2021 and from that point on I have watched every race. This has evolved into an interest in motorsport in general resulting in often going Go-Karting with friends and family as well as visiting Oulton Park to watch the 10th,11th, and 12th BTCC Race in person.
* 3d Printing – After my family bought a Creality Ender3-Pro a few years back I have been frequently using for a variety of projects with my most recent being a remote-control formula 1 car.

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|  | **Personal Projects** |