



## SUMMARY

I'm Luca, a passionate Game Developer from Germany. I picked up game development in 2019 as a hobby while studying computer science at the University of Bonn, and it quickly became a passion and now more recently also my profession.

During the 1.5+ years I've been working professionally as a game developer I've taken on generalist roles, which has allowed me to gain experience in many areas of game development. Primarily I've been focused on gameplay programming and implementing tooling to accelerate development workflows.

## EDUCATION

### Ernst Kalkuhl Gymnasium Bonn

German Abitur  
2010 - 2017

### Rheinische Friedrich-Wilhelms-Universität (University of Bonn)

Bachelor of Science, Computer Science  
2018-2022

## SKILLS

### • Languages

C#, C++, C, Java, Go, Lua, GDScript

### • GameDev Software

- **Engines:** Unity, Godot
- **VC:** Git
- **Backend:** SQLite, MongoDB
- **IDEs:** Visual Studio, JetBrains Rider
- **Other tools:** Jira, Trello, Blender, Photoshop, Gimp

### • Areas of GameDev I've worked on

Gameplay • NPC AI • Multiplayer Systems • UI Programming • Persistence (Save system) API Integrations • Performance Optimization (Basic 3D model and texture work)

### • Unity Packages I've worked with a lot

NetcodeForGameobjects • Purnet/Diction • UniTask • GOAP • Facepunch.Steamworks • Addressables • YarnSpinner • TweenPlayables • FinalIK + AnimationRigging ObiPhysics • Lua-Csharp • TMPEffects

## PROFESSIONAL EXPERIENCE

### Junior-Intermediate Game Developer

SmokeStack Studios | June 2024 - Present

- **Project Aries:** Virtual Training Simulations; training software for fire incidents and active shootings used by fire departments in Texas
- Implemented many new gameplay features and multiplayer systems
- Improved and bugfixed NPC AI behavior and various other existing systems
- Systems I've implemented: AI-assisted analysis of radio communication, physically simulated firehose, dynamic audio occlusion system, and more
- Implemented various new editor tooling and improved existing ones, e.g. a scenario file editor to more easily interface with and edit large scenario .json files
- Collaborated asynchronously with a small international team

### Assistant Programmer

Flufflesocket Studio | Aug. 2024 - Feb. 2025

- **Farseer's Domain:** A simultaneous, turn-based MOBA
- Implemented new character abilities, lobby functionality and status effects, as well as improving and bugfixing many existing ones
- Maintained various deeper engine systems
- Collaborated both synchronously and asynchronously with a medium-sized team
- Also managed German localization of the game

## PROJECTS

- **TMPEffects:** Powerful text-effects package (animations, typewriter, custom APIs)
- **GameJam Entries:** Participated in various GameJams
- **Ghidra Plugin:** Developed a Ghidra plugin for the automatic detection of various insecure functions in compiled programs