

LOU LESSING

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OBJECTIVE

- A programming position where I can use my skills to add value to a studio's games

QUALIFICATIONS

- Adaptable, Self-Directed Learner
- Four years C#, C++, C, and general programming experience
- Strong grasp of game design principles, capable of doing more than just following a specification
- Experienced with graphic design
- Experienced with electrical engineering, giving me a unique perspective on certain programming problems

EDUCATION

Champlain College, Burlington, VT

May 2014

Bachelor of Science

- Game Programming, with a focus on
 - Gameplay Programming
 - Shader Programming
 - Game Design
- Led student development teams both in classes and independently
- Accomplished Game Jammer and four-time entrant in the IGDA Global Game Jam

EXPERIENCE

Mega World LLC, Austin TX

Jun 2013– Aug 2013

Programmer (Intern)

- Acted as a quick-fix programmer for emergent problems, developing gameplay and graphics system under time pressure
- Designed and developed a versatile dynamic camera system that allows for a very high degree of customization
- Wrote a mobile-compatible outlined toon shader with customizable ramp shading for Unity
- Integrated PlayMaker into a physics-based destruction system
- Implemented five gameplay and graphics systems in twelve weeks

Quadratic Magic Industries (Independent Project), Burlington, VT

Apr 2013– Present

Programmer

- Led, designed, and programmed for a small independent student development team
- Designed and prototyped a 2D fighting game and an Android party game
- Built all system architecture (Using C# and the Unity engine)

SKILLS

Advanced

- *Languages:* C++, C# (.NET), CG, Shaderlab, C
- *Disciplines:* Gameplay Programming, Front-End Programming, Shader Programming
- *Tools/Programs:* Visual Studio, Unity, Flash, FlashDevelop, Photoshop, XNA, Windows

Intermediate

- *Languages:* ActionScript 3, Arduino (C Derivative), Java, Python, BASIC, Any C-Family Language
- *Disciplines:* Procedural Generation, Software Architecture, Back-End Programming, Algorithm Design, Optimization, Network Programming, AI Programming, Graphics Programming (Non-Shader)
- *Tools/Programs:* Oculus Rift, Illustrator, Flash, InDesign, Blender, KeyCreator, MonoGame, Linux, Maya, ZBrush

PORTFOLIO

www.loulessing.com

References available upon request.