

Lucas Diamond



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Game Developer Specializing in Object-Oriented Programming

WORK EXPERIENCE

Scopely, Boundless Studio

June – August 2023

Gameplay Engineer Intern

Culver City, CA (Remote)

Joined development team working on an unannounced title using Unity, Perforce, and Confluence. Programmed a variety of front-end features and built an NPC system for presentation to stakeholders. Received one-on-one mentorship from senior engineers. Collaborated with artists, designers, and producers to get an in-depth look into creating a game during preproduction.

Rochester Institute of Technology

January – May 2023

Teaching Assistant

Rochester, NY

Assisted professor teaching Data Structures and Algorithms. Helped students with questions on a range of topics in C++ programming from memory management to creating templated classes. Graded student coding projects and exams.

Xana Adhoc

May – August 2022

Game Development Intern

Rochester, NY (Remote)

Team leader for the development of a VR mystery game. Developed hub world and UI in Unreal Engine 4. Contributed to troubleshooting coding issues, setting team priorities, and updated documentation for the next development team.

PROJECTS

Portfolio: <https://people.rit.edu/lgd1649/portfolio/>

GitHub: <https://github.com/ldiamond830>

Geometry Commander: Turn based strategy game where the player is tasked with commanding their pieces against AI enemies. January 2024

- Used SFML for rendering, all other code made from scratch in C++.
- Implemented A* Algorithm for pathfinding.
- Programmed AI behaviors to have NPCs respond to player decisions.

Rendering System: program for rendering geometry coded in C++. December 2023

- Programmed several features including texturing, lighting, camera controls, and postprocessing.
- Wrote shaders in HLSL for physically based rendering, cel shading, shadow mapping, and displaying a skybox.

Neo Versailles: First person horror game in Unity where the player is tasked with sneaking through a mansion while avoiding a monster. Worked as the AI programmer. June 2023

- Wrote code for enemy AI state machine, audio manager, and attacks.
- Debugged scripts for pathing and attacks created before I joined the project.
- Collaborated with art and design team at ArtCenter College of Design to bring vision to life.

SKILLS

Languages: C# (4 years), C++ (3 years), JavaScript (3 years), HLSL, SQL

Code/Game Tools: Unreal Engine (4 years), Unity (4 years), AutoDesk Maya, OpenGL, DirectX 11, DirectX 12

General Tools: Git Hub (4 Years), Perforce (3 Years), Confluence (2 Years), MySQL, Trello, Jira, Figma, Axure

Physics/Math Programming: Collision Detection, Vector Math, 3D Projections, Linear Algebra

EDUCATION

Pursuing BS in Game Development from Rochester Institute of Technology

Expected Graduation: June 2024

Relevant Coursework: Data Structures and Algorithms, AI for Game Environments, Game Modding Seminar