

## Luke Hensley

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### Game Programmer

Recent graduate with hands-on experience in Unity(5 years), Unreal(1 Year, C#(5 Years), and Visual Studio(6 Years). Seeking a role to contribute to creating games and experiences through code.

### Education

Bradley University, Peoria, IL 08/2019 - 05/2023 (Graduation)

- B.S. in Video Game Design with a minor in Computer Programming
- Relevant Courses: Unreal Engine course, multiple Unity courses, Multiple Programming Courses
- Extracurricular: Played trumpet in a band for 4 years, member of a Fraternity for 3 years with multiple leadership positions held.

DePaul University, Chicago, IL 04/2024 - Present

- Currently pursuing a masters in game programming

### Selected Project Highlights

Wicked Wizards ([Link](#)) 08/2022 - 05/2023

*Wicked Wizards is a multiplayer co-op horde shooter game, focused on corrupting the world around you. Fight for your right to rule the world with an iron fist and heavy metal.*

- **Type of Project:** First Person shooter. Senior Capstone Project.
- **My Role:** Programmer
- **My Programming Responsibilities:** Focused on User Interface (UI) and World Team. Created breakable walls, interactive exploding fruits. and a *Move the Payload* type gameplay style.
- **Team Dynamics & Technical Challenges:** This game was developed by a team of nearly 40 members, leading to communication challenges that we collaboratively addressed. Additionally, its fully networked nature necessitated our team to familiarize ourselves with the networking features.

Meditation Station ([Link](#)) 09/2021-04/2022

*A captivating VR escape, where soothing soundscapes, whimsical creatures, and serene activities effortlessly blend to transport you from daily stressors to a haven of tranquility.*

- **Type of Project:** VR Experience
- **My Role:** UI Programmer
- **My Programming Responsibilities:** Focused on menu structure.
- **Team Dynamics & Technical Challenges:** Crafting a VR game presented significant challenges since no team members had prior VR experience, requiring on-the-fly problem-solving throughout development.

David's Day Off ([Link](#)) 04/2023

*David's Day Off is a 2.5D Doom-esque FPS game where players will fight off enemies to save their students from the evil company Eviltion.*

- **Type of Project:** First Person Adventure Game
- **My Role:** UI Programmer
- **My Programming Responsibilities:** Developed toggle objects functionality, managed world map features, transition between levels, and supported team programmers.

- **Team Dynamics & Technical Challenges:** This game was developed in a 48-hour game jam, presenting time constraints; however, my team successfully integrated all desired features.

Doommates ([Link](#))

09/2023

Scramble to save your roommate after a seemingly innocuous tarot reading spells their certain doom.

- **Type of Project:** 2D Visual Novel
- **My Role:** Programmer
- **My Programming Responsibilities:** Implemented point-and-click mechanics for item collection with an integrated checklist. Engineered the transition framework between point-and-click and visual novel gameplay modes.
- **Team Dynamics & Technical Challenges:** This game was crafted for a month-long, Halloween-themed visual novel game jam. Being our team's inaugural project outside of academic confines, our primary challenge was managing the schedule.

Fantasia's Frigate ([Link](#))

01/2022-05/2022

A 3D first-person horror game where players navigate a mystical ship, balancing trust and sanity, racing to escape before joining its lost crew.

- **Type of Project:** 3D Platformer
- **My Role:** Programmer
- **My Programming Responsibilities:** Focused on puzzle design and gameplay elements, development of interactive mannequin and keypad puzzles.
- **Team Dynamics & Technical Challenges:** Adapted a prototype initially created by another team within a constrained one-semester timeline, presenting alignment and time management challenges.

Untitled Bug Themed Game

01/2024-Present

A Bug themed puzzle game that is currently in works made by a team of Bradley Alumns

- **Type of Project:** 2D MetroidVania
- **My Role:** Programmer
- **My Programming Responsibilities:** Current focus on gameplay abilities and inventory, will also be a part of the social media aspect of the game once we reach that point
- **Team Dynamics & Technical Challenges:** This game is still a work in progress, being created by myself and a few other Alumns from Bradley University. This game is something we are making on our own timeline with no set release date.

## Awards

- **Meditation Station ([Link](#)):** Awarded 'Best Impression' for distinctive design at the 2022 FUSE event.
- **David's Day Off ([Link](#)):** Achieved 3rd place in Gameplay and Overall categories at the 2023 Indecade Hidden Heroes Game Jam; also featured in the BostonFIG 2023 Online Showcase.

## Work Experience

- Olive Garden, Peoria, IL (Busser) 05/2022 – 05/2023
- AMC Theaters, Schaumburg, IL (Associate) 05/2021 – 08/2021
- Menards, Hanover Park, IL (Cashier) 04/2020 – 08/2020
- Best Buy, Bloomingdale, IL (Sales Associate) 11/2023 – Present