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 Evilition.

- **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 Indiecade 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