

Luke D'Errico

Los Angeles, CA
(781)-820-8223

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[Portfolio](#) - [Linkedin](#)

EDUCATION

University of Southern California - *B.A. in Interactive Media and Game Design*

SUMMARY

Imaginative, highly analytical, and team minded Game Designer with 6+ years of experience working on a diverse set of projects at USC Games and private consulting. Fluent in Unity & the full Game Development production cycle. Passionate about innovative storytelling, entertainment, coding, and game design. Possess a BA in Interactive Media and Game Design. Looking to leverage my design-thinking skills and programming experience into a role as a Game Designer or a similar role.

SKILLS

1. Game Design, Game Development, Prototyping, Storytelling, QA Testing, Usability Testing, UX, AR/VR
2. Unity3D, Unreal Engine, C#, C++
3. Perforce, Git/Github, Adobe Illustrator, Photoshop, and XD, Vuforia, Jira, RITE, Figma, Trello

EXPERIENCE

That's Not How It Happened. [Unity2D Studio Game Project](#)

Lead Usability Tester, Designer, Producer **August 2021 - May 2022**

- Managed a team of 25+ (designers, developers, artists, sound designers, producers) in real world studio environment executing cross-departmental responsibilities; Set up and maintained complex project management communication system designed to keep each department accountable, extract valuable insights from testers, and protect the overall project timeline
- Directed weekly playtest sessions with internal and external testers resulting in the identification of hundreds of bugs, risks, likes, dislikes, imbalances and issues that were relayed back to relevant department leaders for optimizations and fixes
- Consulted with 75+ playtesters to gauge current gameplay perceptions and make strategic cross-departmental recommendations for improved gameplay, narrative humor, and character likability to meet the studios' long term game vision
- Prepared detailed playtest session feedback reports for team members and presented the most valuable insights to stakeholders resulting in quick & effective improvements

CTINA: An Augmented Reality Puzzle Box. [Hybrid Experience: Unity Mobile App + Physical Puzzle Box](#)

Lead Designer, Producer, Narrative Designer **October 2021 - December 2021**

- Demonstrated wide skill range by designing, developing, and launching an Augmented Reality puzzle box with Unity3D and Vuforia that allows players solve elaborate AR puzzles around the affordances of a physical box
- Collaborated with a partner to write the game's narrative, design every puzzle and step, and present the final deliverable to potential investors; the average time to solve the puzzle box is 25-30 minutes

Let's Try That Again, Dave. [Unity3D Game](#)

Founder, Designer, Engineer, Producer **February 2021 - July 2021**

- Designed, developed, programmed, and animated an interstellar obstacle course with compelling and immersive gameplay in Unity3D
- Ideated a gameplay based on the easy to learn, hard to master archetype forcing users to display strong levels of memory and navigation skills to be victorious
- Tweaked parameter variables on 500+ skyboxes creating an infinite set of unique sky environments deployed randomly after each level progression
- Meticulously level-designed the obstacle course with a smooth flow and pace and strong aesthetics
- Performed detailed research to learn best practices for the game mechanics and transformative visual experiences and fine tuned each mechanic until they felt fun, smooth, and right

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Icclaan. [Unity3D Game](#)

Designer, Engineer, Producer, Narrative Writer **September 2020 - November 2020**

- Fully developed, designed, produced, wrote, programmed, and animated a psychological horror game in Unity3D from concept pitch to Beta in 8 weeks, meeting milestones and production deadlines
- Collaborated with and directed sound composers from Berklee College of Music to create an original score for the game and to record dialogue for the game's main characters

Andrew Jones Auctions, Los Angeles, CA

Receiver/Inventory Management/Client Services **August 2022 - August 2023**

- Received drop-offs for the high-value inventory coming into one of LA's top auction houses
- Created an inventory management system, allowing for thousands of expensive antiques, fine art, and items to be organized and located in the auction house's warehouse
- Handled client outreach to facilitate pickups of inventory, increasing monthly pickups by 40%