



Lucas Wright

ABOUT ME

Creative game developer with six years of experience designing immersive gaming experiences. Specializes in-game physics, AI programming, and performance optimization.

PROFESSIONAL EXPERIENCE

Game Software Engineer I May 2020 - Present

Electronic Arts (EA), Los Angeles, CA

- Developed AI-driven non-player characters (NPC) behaviors, increasing player engagement by 25%
- Optimized game rendering performance, reducing frame lag by 40%
- Implement multiplayer networking solutions for real-time gameplay

Junior Game Developer I June 2018 - April 2020

Rockstar Games, San Diego, CA

- Designed interactive game environments, enhancing realism in open-world gameplay
- Developed in-game physics for destructible objects, increasing realism
- Created in-house debugging tools, improving developer productivity by 20%

CERTIFICATIONS

- Unity Certified Programmer, Unity | November 2021

CONTACT



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LinkedIn | Portfolio



Los Angeles, CA

EDUCATION

Bachelor of Science (B.S.), Game Development

University of Southern California (USC),
Los Angeles, CA
May 2018

KEY SKILLS

- Unity, Unreal Engine
- C++, C#, Python
- Game physics and AI
- Multiplayer networking
- 3D graphics and animation