

# Luke L Davenport

## CONTACT INFORMATION

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Portfolio <https://davenportcreations.com/>

## PROFICIENCIES

### Specialisations (Programming)

- **Languages:** Proficient in C#. EF5 and .NET framework. Experience with Java, Python
- Knowledge and understanding of OOP paradigms, Web Server programming and Data structures with confidence and rapid understanding of new concepts
- Rapid research and implementation of new concepts, packages and for a variety of purposes

UniSA  
E-Train  
Hypercore  
Acid Interactive  
Scientific Games

### Specialisations (Art/Design)

- **Game Design:** Design, implementation, refinement of gameplay and artistic style, UI implementation and UX design, effects implementation and design

TAFE SA  
Hypercore  
Acid Interactive

### Unity 3D

- Extensive knowledge of workflow and underlying engine mechanics including asset setup, post processing effects, build and performance optimisation
- Custom shaders
- 2D and 3D project development

E-Train,  
TAFE SA  
Acid Interactive  
Scientific Games

### Visual Studio/TFS

- Use of TFS version control
- Custom UI layouts, build profiles, web deployment
- C# focused development and debugging
- Development/Debugging for Unreal 4

UniSA  
TAFE SA  
Hypercore  
Scientific Games

### Adobe Photoshop

- Use and creation of brushes and actions for workflow improvements and consistent visual style
- Character concepting, texturing, pixel art, Illustration, environment design , UX workflow design and silhouetting/visual development

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### Unreal 4

- Level Building, Asset pipeline, Custom materials and particle systems
- Blueprints and associated systems

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Acid Interactive

### Autodesk Maya

- Prop modelling and export for game engines
- Unwrapping, Texturing, Modular designs
- Asset optimisation

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## EMPLOYMENT HISTORY

**Playside Studios**  
2020-2020

### **Rigging Artist**

- Came on to relieve excess workload from animation department
- Consistently cleared workload ahead of time
- Detailed Documentation for workflows and processes
- Introduced automation/ artist support into the day to day workflows for artists in engine.

**Scientific Games**  
2018-2020

### **Technical Artist**

- Acting as a subject matter expert on unity.
- Upskilling team to unity specific workflows.
- Heavy focus on workflow improvements, and optimisation of products across multiple platforms.
- Responsible for real-time animation and visual effects, and optimisation of pre-rendered assets.

**Acid Interactive**  
2017-present

### **Founder**

- Client liaison and interaction.
- Project fulfillment.

**Hypercore**  
2014-2016

### **ASP .NET Programmer**

- Client and Proprietary Product development
- C#, HTML5, javascript/jquery

**UniSA**  
2015-2015

### **Game Design Concepts Practical Supervisor**

- Teaching Game design concepts (UE4)
- Advise Students on best practices.
- Testing and debugging student projects

**E-Train**  
2013-2014

### **Unity Programmer/Technical artist**

- Unwrapping, Texturing, Modular designs
- Abstracted re-usable game Logic (C#)
- Extending Unity Editor (C#)
- Integration of a variety of plugins into central pipeline

## EDUCATION

**University of South Australia**  
2010-2012

### **University Of South Australia: School of Info Tech & Mathematical Sciences**

- Degree: Bachelor of Information Technology (Games and Entertainment Design)

**TAFE SA**  
2013-2014

### **TAFE Tea Tree Gully Campus**

- Advanced Diploma: Screen and Media (Specialisation in Game Art)

## PERSONAL ATTRIBUTES

### **Technical Skills**

- Broad knowledge and experience in optimisation and performance analysis for real-time games and solving pipeline bottlenecks
- Able to learn new languages and software packages quickly

### **Additional Skills**

- Good communication skills.
- Responsible and positive attitude.
- Self-motivated for improvement and research.

**REFEREES: Available upon request.**