

# Luke L Davenport

## CONTACT INFORMATION

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Portfolio <https://davenportcreations.com/>

## PROFICIENCIES

### Specialisations (Programming)

- **Languages:** Proficient in C#, Python
- Strong OOP skills and flexible code style to suit project needs.
- Prior experience with Java and .NET framework

### Specialisations (Art/Design)

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

Hypercore  
Acid Interactive  
Supermassive

### Unity 3D

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

E-Train,  
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  
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 , VFX Textures

Acid Interactive  
Scientific Games  
Supermassive

### Unreal 4

- Level Building, Asset pipeline, Custom materials and particle systems
- Blueprints and associated systems
- Character Setup, Animation Support

UniSA  
Acid Interactive  
Supermassive

### Autodesk Maya

- Rigging
- Tools and Automation (Python)
- Asset optimisation

Acid Interactive  
Scientific Games  
Supermassive

## EMPLOYMENT HISTORY

- |   |  |
|---|--|
| <b>Supermassive Games</b><br>2021-Present | <b>Senior Technical Artist</b> <ul style="list-style-type: none"><li>● Handling character pipeline (Rigging/Exporters)</li><li>● Material/Shader Support</li><li>● Custom components, Import/Export, Realtime and Simulated VFX</li></ul>  |
| <b>Playside Studios</b><br>2020-2020      | <b>Rigging Artist</b> <ul style="list-style-type: none"><li>● Consistently cleared workload ahead of time</li><li>● Detailed Documentation for workflows and processes</li><li>● Automation/Artist support for artists in engine.</li></ul>  |
| <b>Scientific Games</b><br>2018-2020      | <b>Technical Artist</b> <ul style="list-style-type: none"><li>● Acting as a subject matter expert on Unity3D</li><li>● Upskilling team to unity specific workflows</li><li>● Workflow improvements</li><li>● Optimisation of products across multiple platforms</li><li>● Realtime VFX</li></ul> |
| <b>Acid Interactive</b><br>2017-present   | <b>Founder - Freelance Technical Artist</b> <ul style="list-style-type: none"><li>● Client liaison and interaction.</li><li>● Project fulfillment.</li></ul>   |
| <b>Hypercore</b><br>2014-2016             | <b>ASP .NET Programmer</b> <ul style="list-style-type: none"><li>● Client and Proprietary Product development</li><li>● C#, HTML5, javascript/jquery</li></ul>   |
| <b>UniSA</b><br>2015-2015                 | <b>Game Design Concepts Practical Supervisor</b> <ul style="list-style-type: none"><li>● Teaching Game design concepts (UE4)</li><li>● Advise Students on best practices.</li></ul>  |
| <b>E-Train</b><br>2013-2014               | <b>Technical artist</b> <ul style="list-style-type: none"><li>● Unwrapping, Texturing, Modular designs</li><li>● Extending Unity Editor (C#)</li></ul>   |

## EDUCATION

- |   |   |
|---|---|
| <b>University of South Australia</b><br>2010-2012 | <b>University Of South Australia: School of Info Tech &amp; Mathematical Sciences</b> <ul style="list-style-type: none"><li>● Degree: Bachelor of Information Technology (Games and Entertainment Design)</li></ul> |
| <b>TAFE SA</b><br>2013-2014                       | <b>TAFE Tea Tree Gully Campus</b> <ul style="list-style-type: none"><li>● Advanced Diploma: Screen and Media (Specialisation in Game Art)</li></ul>   |

## PERSONAL ATTRIBUTES

- |                          |  |
|--------------------------|--|
| <b>Technical Skills</b>  | <ul style="list-style-type: none"><li>● Broad knowledge and experience in optimisation and performance analysis for real-time games and solving pipeline bottlenecks</li><li>● Able to learn new languages and software packages quickly</li></ul> |
| <b>Additional Skills</b> | <ul style="list-style-type: none"><li>● Good communication skills.</li><li>● Responsible and positive attitude.</li><li>● Self-motivated for improvement and research.</li></ul>   |

**REFEREES: Available upon request.**