

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.
- Working knowledge of c/c++, 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

UniSA
Acid Interactive
Supermassive

Autodesk Maya

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

Acid Interactive
Scientific Games
Supermassive

EMPLOYMENT HISTORY

Supermassive Games
2021-Present

Technical Artist

- Handling character pipeline (Rigging/Exporters)
- Material/Shader Support
- Custom components for environmental animation

Playside Studios
2020-2020

Rigging Artist

- Consistently cleared workload ahead of time
- Detailed Documentation for workflows and processes
- Automation/Artist support for artists in engine.

Scientific Games
2018-2020

Technical Artist

- Acting as a subject matter expert on Unity3D
- Upskilling team to unity specific workflows
- Workflow improvements
- Optimisation of products across multiple platforms
- Realtime VFX

Acid Interactive
2017-present

Founder - Freelance Technical Artist

- 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.

E-Train
2013-2014

Technical artist

- Unwrapping, Texturing, Modular designs
- Extending Unity Editor (C#)

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.