My Résumé

Luke Japaridze|Class of 2018|AKHS

Résumé

2/18/2016

Luke Japaridze
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http://www.lucasgamestudios.com

Objectives
To create the next big game

Education
Ardrey Kell High School | Expected graduation date June 2018
2014-2018| High School Degree

- Member of Technology Student Association (TSA) Video Game Design and Digital Video Production Teams
- Marine Corps Junior Reserve Officers Training Core (MCJROTC) Cadet LanceCPL

Experience
Independent Game Developer *2012* – Present
LucasGame Studios | Charlotte, NC

- Create, program and release quality pc, mobile and console games with the Unity 5 Game engine
- Provide support, troubleshoot issues and help customers that purchase my software
- Responsible for marketing and promotions of my content

Camera Operator/Production ***2013*** – Present
Elevation Church|Blakeney location, Charlotte, NC

- Film live worship experiences with professional-grade video equipment and broadcast to 9 different locations and all over the world

Software
- Adobe Creative Suite 6
- Windows 95-Windows 10
- Mac OSX

- Unity game engine
- Anime Studio Pro 7 (animation program)
- Autodesk 3ds Max
- Blender
- Trimble Sketchup 8
- Audacity
- iPi Motion Capture suite

Skills

- Cinematography
- Photography
- Web Design
- Game Design
- Customer Service
- Sales
- Video Editing
- Graphic Design
- Animation (2d and 3d)
- Character rigging

Programming Languages

- C#
- UnityScript (Java designed for Unity)

Achievements

- Released 5 mobile app titles for Android and Kindle devices
- One of the youngest individuals to release a PC title on the Steam Greenlight Program and get greenlit
- Successfully released a PC title on Steam, a platform with millions of users and over 3700 games
- Independent Developer for the Microsoft Xbox ID Program

Activites/Service

- Elevation Church Production Team
- LOVE Week 2014

References

- Available upon request