

John Luke Saake

Game Developer with experience as a game designer and programmer. Primarily working in Unity, I have developed games for PC and mobile, and have experience alpha testing AAA games.

Profile



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[Github.com/JLSaake](https://github.com/JLSaake)

Skills

Proficient In

- ★ Unity
- ★ C#
- ★ Git
- ★ C++
- ★ Game Balance
- ★ Level Design
- ★ Rapid Prototyping

Working Knowledge Of

- ☆ Unreal 4
- ☆ Godot
- ☆ Blender
- ☆ Maya
- ☆ Python
- ☆ Java
- ☆ UI/UX
- ☆ QA Testing
- ☆ Object Oriented Programming
- ☆ Human-Computer Interaction

Extracurricular

- ✓ Global Game Jam 2018, 2019 & 2020
- ✓ Complete C# Unity Developer Course, Udemy
- ✓ Android Nougat App Masterclass, Udemy
- ✓ California Boys' State Delegate
- ✓ 2016 UCI Overwatch Team

Education

University of California, Irvine

June 2019

- Bachelors of Science, Computer Game Science
- Business Management Minor in Innovation and Entrepreneurship
- Regents' Scholar
- Dean's Honor List: 6 Quarters
- GPA: 3.46

Game Projects

Untitled Match-3 Game – 2D, mobile, match-3

Game Designer / Level Designer

Mar. 2020 - Present

- Built a functioning match-3 level editor in Unity using scriptable objects and custom inspectors ([video link](#))
- Collaborated with gameplay programmer to create level development pipeline using JSON
- Designed core gameplay loop, accommodating hardcore and casual players within target audience
- Researched industry competitors to identify successful gameplay practices within the genre
- Prototyping non-match-3 gameplay systems
- Created 30+ levels (to date) for testing game mechanic functionality

Project Color Breaker – 3D, mobile, endless runner

Independent Game Developer

Aug. 2019 – Jan. 2020

- Created procedurally generated level that increases difficulty parameters as the player progresses
- Programmed gameplay, including color switching mechanics
- Designed game feel using Unity's Particle and Audio Systems
- Facilitated UI for multiple aspect ratios using Unity's Canvas
- Integrated Unity Advertisements for banner and video ads
- Published to the Google Play Store ([Link](#))

IT 93 – 3D, single player, survival FPS (Senior Capstone Project)

Game Designer / Level Designer

Sept. 2018 – Mar. 2019

- Prototyped and tested 5 office levels using Unity ProBuilder
- Designed 4 enemy classes and 3 player weapons
- Balanced flow of collectibles, enemy spawns, and ammunition pickups throughout the level
- Operated in an agile / scrum environment