

LUKE MAESER

C# Developer | Systems & Tools | Real-Time 3D (Unity) & XR

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Summary

C# developer with a strong foundation in building interactive systems, AI behaviors, and lightweight tools in Unity.

Skills

C# / Software: C# (Unity), OOP, interfaces, events, debugging, tooling, rapid prototyping

Unity / Real-Time: Unity 6, URP, Input System, ScriptableObjects

XR: OpenXR, XR Interaction Toolkit (XRI)

Tools / Workflow: Git, GitHub, Perforce, Jira, Notion, build and deployment (WebGL, itch.io)

Additional: Unreal Engine 5 (Blueprint, C++), Behavior Trees

Featured Projects

[It Waits in The Deep](#) - Unity Developer (Unity 6, C#, URP, OpenXR, XR Interaction Toolkit)

- Built and shipped a playable interaction prototype with verb-based actions, tap-vs-hold mapping, and stable object handling with smooth rotation.

[Unity Essentials: Foundations of Play](#) - Unity Developer (Unity 6, C#, WebGL)

- Designed and scripted an original collectibles loop (progress UI, trigger-based interactions) and shipped a playable WebGL build.

[EVOG Simulator](#) - Technical Designer (Unreal Engine 5, Blueprint, C++, Blackshark.ai)

- Emergency response training simulator; implemented and tuned vehicle/control features for training scenarios.

Professional Experience

Founder and C# Developer (Unity) - MAZE3 Studios (Apr 2025 – present)

- Developing It Waits in the Deep (Unity 6, URP, OpenXR, XRI); iterating weekly and publishing prototype builds with changelogs and short feature clips.
- Built an input-agnostic interaction prototype (Unity Input System) using verb-based interfaces (interact, manipulate, inspect or present, drop, switch hand) and debug tools (ScriptableObject configs, UI) to maintain a shippable build.

Game Design Instructor - Create & Learn (Feb 2023 – May 2025)

- Delivered 50+ live small-group classes (1-4 students) covering Unity (C#) and Scratch fundamentals, gameplay scripting, and debugging.
- Guided beginners to intermediate learners from concept to release across 2-3 multi-week projects; built example solution projects to troubleshoot with students in real time.

Game Design Intern, promoted to Lead Intern - Sports Media Inc. (Jun - Aug 2024)

- Built core gameplay mechanics and contributed to GDD and source-control workflow docs; led coordination for ~10 interns and helped ship an EVOG Simulator (UE5) prototype leveraging Blackshark.ai and Git LFS for delivery.

Game QA Tester - Buh! Gaming (Mar - Aug 2024)

- Reported actionable bugs with clear repro steps; ran regression testing across ~20 live, full-match multiplayer playtests on pre-release Unity builds for Tournament of Tamers (MOBA).

Education

Master of Arts in Game Design - Lindenwood University (2023)

- GPA: 4.0; Alpha Chi National College Honor Society; Thesis: [Impactful Interactivity within Video Games](#)

Bachelor of Science in Information Technology - University of Minnesota (2021)

- Golden Key International Honor Society; Dean's List

Certifications

- [Unity Certified Associate: Game Developer](#)
- AZ-900 (in progress)