

# LUKE MAESER

Unity Developer | C# | Gameplay Systems and Tools | VR and XR

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## Summary

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Unity Developer building gameplay systems, AI behaviors, and lightweight tools in C# for real-time 3D and VR/XR.

## Featured Projects

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**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.

**Additional Projects:** Jump for Loot (Unity, C#), AL+ONE (UE5), Captain Skyjumper (UE5), Business Is Boomin'! (UE5)

## Professional Experience

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**Founder and Unity Developer** - MAZE3 Studios (Apr 2025 - Present)

- Developing It Waits in the Deep (Unity 6, URP, OpenXR, XRI); iterating weekly and publishing prototype builds regularly (1-2 weeks) 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 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).

## Skills

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**Unity:** Unity 6, C#, URP, Input System, ScriptableObjects

**XR:** OpenXR, XR Interaction Toolkit (XRI)

**Gameplay:** Gameplay systems, AI behaviors, interaction design, rapid prototyping

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

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

## Education

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**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

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[Unity Certified Associate: Game Developer](#)