

LUKE MAESER

Software Developer | C#/.NET APIs | SQL | Azure | Unity/XR Systems

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Summary

Software developer with experience building C# systems, ASP.NET Core Web APIs, SQL-backed applications, and Unity-based interactive systems and tools. Strong foundation in debugging, QA/testing, teaching, and technical documentation, with hands-on experience deploying .NET projects using Azure App Service, Azure SQL, and GitHub Actions CI/CD.

Skills

Languages & Frameworks: C#, Python, SQL, .NET, ASP.NET Core Web API, EF Core

Cloud, Data & DevOps: REST APIs, SQL Server, Azure SQL, Azure App Service, GitHub Actions, CI/CD, Swagger/OpenAPI

Interactive Systems & Tools: Unity, Gameplay Systems, Unreal Engine 5, 3D/XR, Behavior Trees, Git, GitHub, Jira, Perforce

Featured Project

MAZE3 PlaytestOps API - Backend Developer (C#, ASP.NET Core Web API, EF Core, SQL Server / Azure SQL, Azure App Service, GitHub Actions, Swagger/OpenAPI)

- Building an ASP.NET Core API for MAZE3 Studios to organize game builds, playtest sessions, bug reports, and feedback notes using EF Core, SQL-backed data models, and Swagger/OpenAPI documentation.
- Designing the project for Azure App Service, Azure SQL, logging, and GitHub Actions CI/CD to support repeatable deployment and easier feedback review.

Professional Experience

Software Developer - MAZE3 Studios (Apr 2025 - present)

- Building a C#/.NET PlayTestOps API with ASP.NET Core, EF Core, SQL-backed data models, and Swagger/OpenAPI to organize builds, playtest sessions, bugs, and feedback for MAZE3 Studios.
- Developed Unity gameplay systems, interaction systems, and lightweight tools with verb-based interfaces, ScriptableObject configs, debug UI, and shippable builds to support faster playtesting.

Programming Instructor - Create & Learn (Feb 2023 - May 2025)

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

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

- Built core gameplay mechanics and contributed to GDD and source-control workflow docs; led coordination for ~10 interns to support EVOC Simulator prototype delivery leveraging Git LFS.

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

- Reported actionable bugs with clear repro steps and ran regression testing across ~20 live multiplayer playtests, translating gameplay issues into developer-ready reports for Tournament of Tamers.

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](#)
- Developed AL+ONE solo thesis game in UE using Blueprint/C++, OOP, AI state logic, and interaction systems to demonstrate applied systems design.

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

- Golden Key International Honor Society; Dean's List

Certifications

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