LUKE MAESER

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Summary

Technical Designer specializing in gameplay systems, AI scripting, and player mechanics. Experienced in Unity and Unreal Engine, with a passion for creating immersive, polished player experiences that feel great to play.

Skills & Tools

Programming & Scripting: Blueprint, C#, C++
Game Engines: Unity, Unreal Engine
Technical Design: Gameplay systems, AI logic, level scripting, player mechanics, UX
Version Control: Git, GitHub, Perforce
Creative Tools: Blender, Photoshop, Clip Studio Paint

Professional Experience

MAZE3 Studios — Founder & Technical Designer (Apr 2025 – present)
- Developing original games in Unity and Unreal Engine; managing version control in Perforce

Create & Learn — Game Design Instructor (Feb 2023 – May 2025)
- Unity/Scratch game development; guided students from concept to release

Sports Media Inc. — Game Design Intern (Jun – Jul 2024) → Lead Game Design Intern (Jul – Aug 2024)
- Built core gameplay mechanics and implemented Git LFS in UE5
- Promoted to Lead Intern in July; delivered UE5 prototype with Blackshark.ai, gameplay systems, and documentation on deadline

Buh! Gaming — Game QA Tester (Mar – Aug 2024)
- Reported bugs and tested gameplay systems in pre-release builds

Featured Projects

AL+ONE (Solo Developer, Unreal Engine 5)
- Designed survival horror game featuring dynamic emotional state and stamina system
- Scripted enemy and companion AI using Blueprint and behavior trees

EVOC Simulator (Technical Designer, Unreal Engine 5)
- Led intern team to deliver UE5 prototype using Blueprint and Blackshark.ai
- Scripted vehicle systems and managed version control and documentation

Education

Master of Arts in Game Design, Lindenwood University — Graduated 2024
- GPA: 4.0 | Alpha Chi National College Honor Society
- Key Courses: Game Development, 3D Animation, Level Design
- Thesis: *AL+ONE* — Game project detailed in published thesis

Bachelor of Science in Information Technology, University of Minnesota — Graduated 2021
- Golden Key International Honor Society | Dean's List
- Key Courses: Programming, Web Development, Project Management

Certifications

Unity Certified Associate: Game Developer