

LUKE MAESER

Game Developer | Technical Designer | AI Programmer

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Objective

Passionate game developer with experience in technical design, AI programming, and game development. Proven track record of creating immersive, player-driven experiences and leading teams. Eager to contribute to gaming projects, grow my skills, and craft games that leave a lasting impact.

Skills

- **Programming & Scripting:**
 - C#, C++, Python, SQL, Blueprints
- **Game Design:**
 - AI programming, gameplay mechanics, OOP, game balancing, UX, level design, prototyping
- **Creative Tools:**
 - Unity, Unreal Engine, 3ds Max, Blender, ZBrush, Adobe Creative Suite
- **Development & Collaboration Tools:**
 - Git, GitHub, Perforce, Plastic SCM, MySQL, Slack, Trello, Google Workspace

Professional Experience

MAZE3 Studios

- **Founder & Game Developer** (*Apr 2025 – present*)
 - Develop games in Unity and Unreal Engine, leading design and using Perforce and Plastic SCM for version control

Create & Learn

- **Game Design Instructor** (*2023 – May 2025*)
 - Taught Unity and C# scripting, guided students through game development from concept to release

Sports Media Inc.

- **Lead Game Design Intern** (*Jul 2024 – Aug 2024*)
 - Led a team developing a prototype in Unreal Engine 5, integrating Blackshark.ai for environment creation, and managing the delivery of gameplay mechanics and project documentation on time
- **Game Design Intern** (*Jun 2024 – Jul 2024*)
 - Built core gameplay mechanics and established source control systems using Git, GitHub, and Git LFS to enhance collaboration

Buh! Gaming

- **Game QA Tester** (*Mar 2024 – Aug 2024*)
 - Identified and documented bugs, collaborating with developers to ensure [Tournament of Tamers](#) would be bug-free and polished for release

Featured Projects

- [AL+ONE](#), **Survival Horror, Unreal Engine 5** (Solo Developer, In Development)
 - Developed core game systems, including AI and gameplay mechanics, in Unreal Engine 5
- [EVOC Simulator, Simulation](#), **Unreal Engine 5** (Lead Game Design Intern, Completed Prototype)
 - Led an intern team to complete a prototype in Unreal Engine 5, developing core gameplay mechanics with Blueprints and integrating Blackshark.ai for immersive environments

Education

- **Master of Arts in Game Design**, Lindenwood University
 - GPA: 4.0, Alpha Chi National College Honor Society, Graduated: 2023
 - Key Courses: 3D Animation, 3D Graphics, Concept Design, Game Development, Level Design
 - Thesis Project: *AL+ONE* - Developed a game detailed in [published thesis](#)
- **Bachelor of Science in Information Technology**, University of Minnesota
 - Golden Key International Honor Society, Dean's List, Graduated: 2021
 - Key Courses: Programming, Web Development, Software Project Management
- **Associate of Arts in Liberal Arts**, Normandale Community College
 - Phi Theta Kappa Honor Society, Dean's List, Graduated with honors: 2018

Academic Experience

- Designed and developed games in Unity and Unreal Engine across multiple genres
 - Scripted advanced gameplay mechanics for immersive player experiences
 - Created intricate AI behavior trees for realistic NPC interactions
 - Built prototypes, turning concepts into playable experiences
 - Blocked out level geometry for functional, visually striking worlds
- Produced game-ready character models:
 - **Sculpting:** Created detailed models using ZBrush
 - **Retopology:** Optimized 3D meshes with Autodesk 3ds Max for quality and performance
 - **Texture Painting:** Enhanced models' visual appeal using Adobe Substance 3D Painter
 - **Rigging:** Prepared characters for smooth animation using Blender
- Developed 3D animations using Autodesk 3ds Max
- Created concept art for characters, environments, and props using Adobe Photoshop

Certifications

- [Unity Certified Associate: Game Developer](#)
- Azure Fundamentals Certification (Expected 2025)
- Azure AI Fundamentals Certification (Expected 2025)

Publications

- Maeser, Luke Robert. "Impactful Interactivity within Video Games" (2023). *Theses*. 740. Available at <https://digitalcommons.lindenwood.edu/theses/740>

Awards, Recognitions, and Memberships

- Alpha Chi National College Honor Society (2023) – Admission requirement: Top 10% of class
- Golden Key International Honor Society (2019) – Admission requirement: Top 15% of class
- Phi Theta Kappa Honor Society (2017) – Admission requirement: 3.5+ GPA
- Voted Best in Class Artwork, exhibited at Normandale College Art Show (2017)
- Runner-up in Game Informer's *Destiny: Rise of Iron* Cover Art Contest (2016)
- Voted Top Art Student, Senior High School Class (2016)

Hobbies and Interests

- Continuously learning advanced game design techniques and emerging technologies
- Passionate about creative arts including films, TV shows, books, and visual art