

# Luke L Davenport

## CONTACT INFORMATION

**Phone** +61 424 451 932  
**Email** [luke.l.davenport@gmail.com](mailto:luke.l.davenport@gmail.com)  
**Address** PO box 991  
Two Wells  
SA 5501  
Australia

## PERSONAL INFORMATION

**D. O. B** 8th April 1992  
**Nationality** Australian  
**Place of Birth** Adelaide, SA

## PROFICIENCIES

### Specialisations (Programming)

- **Languages:** Proficient in C#. EF5 and .NET framework. Experience with Java, Python.
  - Knowledge and understanding of OOP paradigms, Web Server programming and Data structures with confidence and rapid understanding of new concepts
  - Rapid research and implementation of new concepts, packages and for a variety of purposes
- UniSA  
E-Train  
Hypercore  
Personal work

### Specialisations (Art/Design)

- **Game Design:** Design, implementation, refinement of gameplay and artistic style, UI implementation and UX design, effects implementation and design
- TAFE SA  
Hypercore  
Personal work

### Unity 3D (4.5f)

- Extensive knowledge of workflow and underlying engine mechanics including asset setup, post processing effects, build and performance optimisation
  - Custom shaders
  - 2D and 3D project development
- E-Train,  
TAFE SA  
Personal Work

### Visual Studio/TFS

- Use of TFS version control
  - Custom UI layouts, build profiles, web deployment
  - C# focused development and debugging
  - C++ Development/Debugging for Unreal 4
- UniSA  
TAFE SA  
Hypercore  
Personal work

### Adobe Photoshop

- Use and creation of brushes and actions for workflow improvements and consistent visual style
  - Character concepting, texturing, pixel art, Illustration, environment design , UX workflow design and silhouetting/visual development
- TAFE SA  
Personal Work

### Unreal 4

- Level Building, Asset pipeline, Custom materials and particle systems
  - Blueprints and associated systems
- UniSA  
TAFE SA  
Personal work

### Autodesk Maya 2011/2014/LT

- Prop modelling and export for game engines
  - Unwrapping, Texturing, Modular designs
  - Asset optimisation
- TAFE SA  
Personal work

## EMPLOYMENT HISTORY

- |                               |   |              |
|-------------------------------|---|--------------|
| <b>Hypercore</b><br>2014-2016 | <b>ASP .NET Programmer</b> <ul style="list-style-type: none"><li>• Client and Proprietary Product development</li><li>• C#, HTML5, javascript/jquery</li><li>• Integration with API's and use of third party libraries to speed development when appropriate</li><li>• EF5 and database management and migration</li></ul>  | Adelaide, SA |
| <b>UniSA</b><br>2015-2015     | <b>Game Design Concepts Practical Supervisor</b> <ul style="list-style-type: none"><li>• Teaching Game design concepts and using Unreal Engine 4 as an introductory Toolset</li><li>• Advise Students on optimal methods for group development, version control, use of assets and project scope</li><li>• Testing and debugging student projects</li><li>• Advise course on future content</li></ul> | Adelaide, SA |
| <b>E-Train</b><br>2013-2014   | <b>Unity Programmer/Technical artist</b> <ul style="list-style-type: none"><li>• Unwrapping, Texturing, Modular designs</li><li>• Abstracted re-usable game Logic (C#, Unityscript)</li><li>• Extending Unity Editor (C#, Unityscript)</li><li>• Integration of a variety of plugins into central pipeline</li></ul>  | Adelaide, SA |

## EDUCATION

- |   |   |
|---|---|
| <b>University of South Australia</b><br>2010-2012 | <b>University Of South Australia: School of Info Tech &amp; Mathematical Sciences</b> <ul style="list-style-type: none"><li>• Degree: Bachelor of Information Technology (Games and Entertainment Design)</li></ul> |
| <b>TAFE SA</b><br>2013-2014                       | <b>TAFE Tea Tree Gully Campus</b> <ul style="list-style-type: none"><li>• Advanced Diploma: Screen and Media (Specialisation in Game Art)</li></ul>   |
| <b>Balaklava High School</b><br>2005-2009         | <ul style="list-style-type: none"><li>• Completed SACE 2009</li><li>• Subjects: Math Apps, Phys Ed, Tourism, Art Studies and Physics</li></ul>  |

## PERSONAL ATTRIBUTES

- |                          |   |
|--------------------------|---|
| <b>Technical Skills</b>  | <ul style="list-style-type: none"><li>• Broad knowledge and experience in optimisation and performance analysis for real-time games and creating solutions for pipeline bottlenecks</li><li>• Able to learn new languages and software packages quickly</li></ul> |
| <b>Additional Skills</b> | <ul style="list-style-type: none"><li>• Competent with Technology.</li><li>• Good communication skills.</li><li>• Responsible and positive attitude.</li><li>• Self-motivated for improvement and research.</li><li>• Team member.</li></ul>                      |

## REFEREES

- |                               |   |
|-------------------------------|---|
| <b>Andrew Katsivas</b>        | • CEO (Hypercore) +61 400 678 666                                   |
| <b>Thomas Walker</b>          | • Lecturer (TAFE SA Game Art) +61 422 923 748                       |
| <b>Dr Stewart Von Itztein</b> | • Program Director (University of South Australia) + 61 411 434 329 |
| <b>Mathew Balic</b>           | • CEO (E-train) +61 438 229 566                                     |