Lucas Bryant

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Game Designer

Motivated Game Design professional with robust experience in creating games while working both in a team and individually. Achieves intended concepts according to project requirements by utilizing diverse technology resources. Poised and committed in listening carefully to critiques and requests, incorporating feedback, problem solving, and boosting project outcomes to surpass expectations. Experienced in a variety of disciplines. Possesses bachelors degree in game design and one year's experience in-industry.

Education

Bachelor of Science - BS in Computer Science: Game Design - 2022

University of California Santa Cruz - Cum Laude

Technical Skills

- Java
- Python
- C
- C++
- C#
- Unity
- Jira

- Microsoft Office
- Data Entry
- Bug Tracking
- Mobile Game Development
- Version Control (Git, TestFairy)
- Adobe Illustrator
- Design Research

- Team Coordination
- Production
- Level Design
- Quality Assurance Testing
- MDA Analysis
- Interactive Narrative Writing
- Systems Design

Work Experience

Lionbridge Games *February 2023 - Present*

Quality Assurance Tester

- Game Development: Witnessed the iterative creation of multiple games across console, PC, and mobile platforms and tested for QA according to design objectives and paradigms.
- Quality Assurance for Games: Followed both directed and ad-hoc testing frameworks to identify bugs and quality issues in several games. Assisted in writing and developing new testing plans for newly created content.
- Data Entry, Compilation, and Validation: Wrote over 100 individual bug reports for a Jira database, vetted other testers' bugs to ensure uniformity and accuracy, and performed database maintenance and management.
- Team Leadership: Coordinated test efforts across multiple teams in real time. Assisted in onboarding colleagues and training them in good testing praxis. Directed a new team and established daily workflow.

HomeGoods *March 2018 - August 2019*

Store Associate

- Project Management: Directed product assembly according to schedule and customer demand. Coordinated assembly of hundreds of products per day.
- Product Assembly: Assembled furniture, appliances, and other retail product from shipment. Used hand and power tools for consistent and reliable construction.
- Team Leadership: Assisted in team coordination and decision making. Maintained colleague relationships while assisting in motivating and creating productivity.
- Merchandising: Created a pleasant shopping environment and displayed merchandise in appealing and desirable fashion.