Lucas Warner

Unity Solutions Engineer - Mobile, AR & VR

CONTACT

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ACHIEVEMENTS

- 2019 - Built multiple marketing demos for **6 Major Corporations**
- 2018 -Assisted in securing over **$30M** in Investment.
- 2016 - Global Game Jam - **Rank #2 Game**
- 2016 - Global Game Jam - **Leadership Award**
- 2015 - Global Game Jam - **Leadership Award**

SKILLS

Unity 3D
- Advanced Scripting
- UI/UX
- 3D Model Manipulation
- Animation
- Physics

Maya
Unreal Engine & UDK
Adobe Suites (Ps, Xd, Ae, Au)

Research
Product Design
Team Management

DESIGN PATTERNS

Creational
- Factory
- Abstract Factory
- Object Pool
- Signleton

Behavioral
- Iterator
- Mediator
- Observer

QUALIFICATIONS PROFILE

A **Unity** Solutions Expert, with a bachelor's degree in 3D Game Arts and Design, who has built an internal mastery of many of the technologies used in **Unity**. Has a strong talent for scalable UI and an understanding of how UX should be and the knowhow to use it.
- Technically versatile with training in 3D Game Design technologies, concepts, and architectures; well-prepared to contribute to best-practice level design and scripting efforts. These skills also include proper asset exporting for game engines.
- Broad exposure to design methodologies in scripting and programming; leverage strategies for best practice technology architecture, including prevailing design techniques.
- Develop innovative solution strategies, applying project management, analysis, and solution development expertise alone or in coordination with a team.

EDUCATIONAL BACKGROUND

Bachelor of Arts in 3D Game Arts & Design , 06/2015
MT. SIERRA COLLEGE , Monrovia, California

EXPERIENCE HIGHLIGHTS

INHANCE DIGITAL, Los Angeles, California
Unity Solutions Engineer , 01/2019 to Current
Responsible for architecting and engineering marketing content, demos other compelling advertisements for multi-billion dollar & Fortune 500 companies across the country.
- Worked with Producers and other Project Leads to support sourcing hardware, software, budgets and timelines for new projects.
- Led entire projects to completion from the beginning phases all the way up to delivery.
- Worked with unexplored and industry standard hardware/software (Magic Leap, HoloLens, ARKit, ARCore, Crestron & more).

OBEN , Pasadena, California
Unity Solutions Engineer , 11/2016 to 06/2018
Responsible for planning, and implementing demos and apps for potential investors, conferences and official products. Created their first and current avatar system; a key part of the SDK.
- The demos and applications incorporated the usage of the newest **AR** and **VR** technology.
- Hand selected and worked hands on with the art team that pushed ObEN's avatar system to the next level.
- Helped secure over $30M in venture capital funding and many awards with the team's hard work.

SPECTOCCULAR LABS , Pomona, California
VR/AR Developer (Contract), 08/2016 to 09/2016
Contracted to Develop an advanced **Augmented Reality** Sample and SDK in **Unity**. I also worked on a **VR** sample for their other **VR** Cinematic Experience.
- The sample included a custom head tracking script for their unique design, a unique visual experience that incorporated digital butterflies into the real world, a mini game that operates off of a pedometer, a location-based Pokemon GO inspired game, and an immersive **AR** golf game.
- The visual sample for their Cinematic experience incorporated a virtual cinema, at-home cinema and a 360 video experience.

UPFRONT APPLICATIONS , Newport Beach, California
Lead Game Developer , 08/2015 to 04/2016
Built a strong foundation with a multitude of games and scripting knowledge. I was responsible for a small key team of talented individuals.
- Responsible for planning, organizing and developing multiple games within the given deadlines.
- Guided each team member through the steps and set personal deadlines to meet the deadlines of our superiors. In total we released 9 games.

FUNN MAGAZINE , Hollywood, California
Lead Augmented Reality Developer (Contract) , 07/2015 to 08/2015
Worked hands on with the owner of the corporation in developing an **Augmented Reality** program on the **Unity** platform. This position required me to carefully script the software, develop new UI assets and even animation.
- Providing great expertise in the scripting platform of **Unity** was one of the key priorities in my position. I acted as an adviser in the professional decisions of the company on how to move forward with the program.