

# RESUME

## LUKE JONES

### TECHNICAL GAME DESIGNER / QUALITY ANALYST

#### ABOUT ME

Graduate from AIE with a passion for technical design, QA, and tech art, experienced in working with proprietary engines and Unreal Engine. I enjoy blending creativity and technology to bring artistic ideas to life and solving technical challenges along the way.

## EXPERIENCE

- Line Cook Lorenzo's cafe  
January 2019 - December 2022  
Led team to achieve operational goals and maintain workflow efficiency.
- Landscaper Sub Contracted  
January 2023 - September 2025  
Collaborated with clients to understand their landscaping preferences and needs.
- Pastry Chef Emerald bakery  
January 2023 - December 2023  
Developed effective working relationships with colleagues through teamwork.

## SKILLS & INTERESTS

Systems design

Prototyping

QA/Testing

Unreal Engine

Technical Art

3D Modelling

Visual Scripting

Production

Level design

## REFERENCES

References available upon request.



## CONTACT



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<https://lukej.dev/>

## EDUCATION

Advanced Diploma of Professional Game Development

Academy Of Interactive Entertainment  
2025-2026

Diploma of Screen And Media

Academy Of Interactive Entertainment  
2024-2025

Diploma of Visual Arts

Academy Of Interactive Entertainment  
2024-2025

Victorian Certificate of Education (VCE)

2021

## TOOLS

- Custom Engine
- Unreal Engine
- Blender
- Perforce
- GitHub
- Diversion
- Audacity
- Photoshop
- Davinci Resolve
- Hack N Plan & Trello