

LUCAS GOVATOS – Level Designer

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WORK EXPERIENCE

Bethesda Softworks – QA Tester

June 2015 – March 2016

- Tested video game software for various issues and created bug reports inside issue tracking system (JIRA).
- Provided feedback to developers on various systems, gameplay encounters, and overall quality of performance.
- Assisted coworkers in researching various escalating issues found in the software.
- Tested and verified bug fixes in Excel and issue tracking system.

Persimmon Point Marine – Tech Support and Technician Assistant

July 2011 – June 2015

- Managed and categorized parts and also drove a forklift.
- Helped technicians repair and winterize boats.
- Implemented and maintained website and server files, upgraded computers and created website using CSS and HTML.

INDEPENDENT EXPERIENCE

Not Big Enough Games – Game Designer

November 2015 – February 2016

- Built and developed mobile app “Relics of Ra” using Unreal Engine 4 for both iOS and Android.
- Implemented and scripted various complex core gameplay systems.
- Technical art in creating materials, setting up lighting, and everything else inside of Unreal.
- Built and distributed beta versions of the game using TestFlight for critique and improvement.

Ficus Game Studios (Founder) – Team Lead and Designer

October 2012 – April 2015

- Planned, iterated, and developed prototype game named “Pillars”.
- Fully documented previous in house engine (to its most current state) that was developed for game.
- Created and maintained game design documentation, planned levels and puzzles, and implemented levels using the Unreal Engine 4.

- Modeled and textured various architectural and organic assets using 3ds Max.
- Managed SVN repository, arranged team meetings, managed team members, and overall helped keep the team focused and organized.

TM Mapping Team (Founder) - Level Design and Team Lead

December 2009 – October 2012

- Designed, planned, modeled, and implemented levels for the Halo: CE fan campaign, “Lumoria”.
- Scripted various complex and engaging gameplay encounters.
- Arranged and held various team meetings and managed team members, tasks, and content.
- Featured as best project years 2011 – 2012 in the CE3 show and also interviewed for Halo fan book Community Evolved.

Halo Custom Edition Community - Level Designer

April 2007 – December 2009

- Designed numerous popular and highly rated multiplayer maps, including ones used in various tournaments.
- Organized beta tests for these levels, allowing for critique and in turn iteration and improvement.

SKILLS

- Attention to organization, accuracy and detail.
- Self-motivated and always eager to learn new tools and applications.
- Team player with strong communication and feedback skills.
- Experience in prototyping and scripting complex levels, missions, and game systems and bringing them to completion.
- Experience in writing bug reports for game testing and quality assurance.
- Game engines: Unreal Engine 4, Unity 3d, Creation Kit, Halo Editing Kit
- Other Software, tools, languages: UE4’s Blueprints, 3ds Max, Photoshop, JIRA, Excel, World Machine, CSS, HTML, C#, other MS Office applications.

EDUCATION

Anne Arundel Community College

August 2013 – May 2015

- *Associates of Arts in Game Art and Design.*
- Prototyped various game ideas using Unity and Gamemaker.

South River Senior High School

September 2009 – May 2013

- Interviewed for 2013 yearbook for game design.