

LUCAS FLATTER

Game Producer, CAPM

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2511 Wheatland Woods Drive, Fredericksburg, VA

OBJECTIVE

Seeking a fulltime position as a Game Producer, implementing my creative and technical skillsets to facilitate the development of entertaining and impactful interactive experiences.

TECHNICAL SKILLS

Languages: C#, Objective-C, JavaScript, HTML, CSS, ActionScript, Java, SQL, PHP **Software:** Unity, Xcode, Photoshop, Visual Studio, Flash, Eclipse

WORK EXPERIENCE

Producer, Widgets & Apps, Defense Logistics Agency September, 2014- Present

- Developing data visualization web apps for the Federal Government supporting the Nation's Warfighters
- Showcased apps at the 2015 Joint Operational Contract Support Exercise at Schofield Barracks, Hawaii

Programming Intern, Ponte & Chau Consulting September – November, 2013

- Developed an educational iPad game using the Cocos2D framework in Objective C
- Designed and created an interactive web application that displays data on students' playground behaviors

Associate Producer Intern, Leapfrog Enterprises June – August, 2013

- Developed a prototype for a game in early development using ActionScript with several iterations created based on hands on player testing with children aged 4-7
- Partnered with associate and senior producer to oversee development of licensed educational games

Programming Intern, Atomic Design June – August, 2012

- Created interactive and responsive web pages for clients using HTML, CSS, and JavaScript
- Developed a web application created for clients to annotate web page designs

GAME PROJECTS

1GAM - 1 Game a Month (<http://bit.ly/1GAMFlatterLR>) January, 2015 - Present

- Designing and developing one new game every month in the year of 2015
- Documenting development on my blog and participating in the 1GAM community.

Mobile Game (iOS): Stroop Shoot (<http://bit.ly/1r3Q6xN>) August, 2014

- Designed and developed in C# using Unity's 2D tools and based on the cognitive *Stroop Effect*
- Implemented GameCenter to allow players to share high scores
- Independently published to the App Store

HTML 5 Game: App Warrior (<http://bit.ly/AppWarrior>) April, 2014

- Designed and developed using the HTML5 canvas element with responsive design
- Created hand drawn animations for the player and enemies
- Ported game to the iPad in Objective-C and SpriteKit

CERTIFICATIONS

Certified Associate in Project Management

EDUCATION

Rochester Institute of Technology School of Interactive Games and Media, Rochester, NY
Bachelor of Science in Game Design and Development, Graduated 2014