

Luka Rollings

Technical Designer

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Focused on development for impactful and engaging user-experience and rapid delivery in understanding and communication with specialist departments. I am passionate, curious, proactive, and motivated, with a desire to rise up the people around me and the games industry as a whole.

MY SKILLS

Unity & C#	Git/Github, Diversion & Anchorpoint	ZBrush, Blender, 3DS Max
Unreal Engine 5 & Blueprints	Photoshop, Krita, GIMP & Aseprite	Premier Pro & Davinci Resolve
Google Sheets & Apps Script	Miro	Ableton Live & Wwise

PROJECT EXPERIENCE

<i>2025-2026, Red Iron Blue UE5 First-Person Shooter</i> Designed and programmed player interactions and enemy AI behaviour Maintained project management documentation Performed and tested regular builds for QA and optimisation	<i>2024-2025, Sapia Unity Retro RPG</i> Directed small development team Designed and programmed RPG system and player interaction systems Created fantasy setting and designed game narrative Designed and modelled prison demo level
<i>2025, Necro Phillip Game Jam Winner! Unity Action Arcade</i> Designed core game mechanics and interactions to small scope Designed environments and prop prefabs Programmed player interactions and audio processing effects compatible with WebGL	<i>2024, Portal Recreation Unity Puzzle Design Test</i> Designed and programmed player and puzzle mechanics to imitate existing game and meet project brief Built 7 puzzle test levels using Unity Probuilder Iterated level design based on daily playtests Completed prototype solo in 2 weeks

EDUCATION, WORK, & AWARDS

<i>2022-2026, Games Design BSc, Leeds Beckett University</i>	<i>2025-26, Emerging Talent Representative, UK Games Industry Shadow Council</i>
<i>2021-22, Computer Animation Technical Arts, Bournemouth University</i>	<i>2025-26, Vice President and Treasurer, Leeds Beckett Games Development Society</i>
<i>2024-2026, Data Researcher, Games Jobs Live</i> <i>Data collection and analysis for the Games Jobs Live international monthly reports.</i>	<i>2017-2025, Part-Time Hospitality Worker (Chef, Waiter, Barista, Bartender)</i>
<i>2023-Current, Lead Conference Associate, Develop:Brighton</i> <i>Manage and schedule team of 45 volunteers for entire 3 day event.</i>	<i>2017-18, Young Poet Laureate of SW England, Boomsatsuma</i>
	<i>2019-21, 3 A-levels (English Literature, Mathematics, Music)</i>

ABOUT ME

11 years practicing drums, I mostly play jazz, funk, or rock with heavy improvisation, occasionally teaching drums to beginners.

7 years playing D&D including almost 3 running a Rime of the Frostmaiden campaign.

My favourite games are Bastion, Portal 2, Dark Souls, & Battlefield 1

[Portfolio](#) [LinkedIn](#)