

Luka Rollings

Technical Game Designer

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Sheffield, UK

I am focused on development for impactful and engaging user-experience, delivering rapid iteration and integration of gameplay systems and production tools. Passionate, curious, proactive, and motivated, with a desire to raise up the people around me and the games industry as a whole.

PROJECT EXPERIENCE

Red Iron Blue | *UE5 First-Person Shooter, 2025-2026*

- Designed and programmed player interactions and enemy AI behaviour
- Maintained project management documentation
- Performed and tested regular builds for QA and optimisation

Necro Phillip | *Unity Game Jam Winner, 2025*

- Designed core game mechanics and interactions to small scope
- Designed environments and prop prefabs
- Programmed player interactions and audio processing effects compatible with WebGL

Sapia | *Unity Retro RPG, 2024-2025*

- Directed small development team
- Designed and programmed RPG system and player interaction systems
- Created fantasy setting and designed game narrative
- Designed and modelled prison level for Steam demo

Portal Recreation | *Unity Puzzle Design Test, 2024*

- 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

- *2026-Present*, **Technical Designer & Co-Founder** - Slackjaw Games
- *2022-2026*, **Games Design BSc** - Leeds Beckett University
- *2021-22*, **Computer Animation Technical Arts** - Bournemouth University
- *2024-2026*, **Jobs Data Researcher** - Games Jobs Live
- *2023-Present*, **Lead Volunteer Conference Associate** - Develop:Brighton
- *2025-26*, **Emerging Talent Representative** - UK Games Industry Shadow Council
- *2025-26*, **Vice President and Treasurer** - Leeds Beckett Games Development Society
- *2017-2025*, **Part-Time Hospitality Worker** (Chef, Waiter, Barista, Bartender)
- *2017-18*, **Young Poet Laureate of SW England** - Boomsatsuma
- *2019-21*, **3 A-levels** (English Literature, Mathematics, Music) - Oldfield School

KEY COMPETENCIES

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

ABOUT ME

- 11 years practicing drums, occasionally teaching drums to beginners.
- 7 years playing D&D and other tabletop games including almost 3 running a Rime of the Frostmaiden campaign.
- My favourite games are Noita, Bastion, Portal 2, Dark Souls & Battlefield 1.