

Luke Alexander Broadaway

Systems Engineer (with Automation)

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[Portfolio \(alex1awasd.wixsite.com/luke-a-broadaway\)](https://alex1awasd.wixsite.com/luke-a-broadaway)

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Skills

C\C++ • Data Structures • Standard Template Library (STL) • Tortoise SVN • Unreal Blueprints • Engine Architecture • Teamwork • Code Review • Pair Programming • Tenacious Work Ethic • C# • Unity • Godot • Github

Projects

Programmer

Sep. 2024 - Apr. 2025

RiftWalker

Made in Unity

- Automated builds with continuous integration through GitHub
 - Automated Linux builds for Steam Deck
- Enabled editor configurable animations with a custom action system
- Allowed for player death with respawn and checkpoint systems
- Implemented and maintained UI functionality

Programmer

Sep. 2023 - Apr. 2024

Nitro Battle Racing

Made in Unreal

- Implemented core gameplay elements
 - Enabled progress tracking with checkpoint system
 - Developed HP tracking and respawn functionality
- Saved dev time with sorting node for use in Unreal Blueprints
- Allowed for leaderboard functionality with player stat tracking
- Made much of the functionality of UI

Lead Programmer

Sep. 2022 - Apr. 2023

DriftSteel

Made in custom engine

- Implemented core engine functionality
 - Enabled data driven architecture with scene “manager” and constructor
 - RapidJSON and JSON for Modern C++
 - Saved dev time when debugging with a trace log
 - Created object, UI, and template managers
 - Built final time tracking functionality
 - Fixed an elusive crash in collision resolution
- Designed enemy spawning algorithm
- Removed the need for a loading screen

Education

Bachelor of Science in Computer Science and Game Design

DigiPen Institute of Technology

Aug. 2021 - Apr. 2025