LUCAS MENDRICK

GAME DEVELOPER & PROGRAMMER

CONTACT

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SKILLS

Programming Languages:

C#, C++, Java, Python

Tools:

Unity, Unreal Engine, Git, Visual Studio, IntelliJ, Rider, Adobe Suite, Maya, Trello

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EDUCATION

BS in Game Design and Development
Rochester Institute of Technology
Expected May 2025
GPA 3.85

Game Programming and Design
Finger Lakes Community College
September 2022 - May 2023
GPA 3.91

AA in Humanities and Social Science
Monroe Community College
September 2015 - January 2018
GPA 3.58

ACCOMPLISHMENTS

Game featured in RIT's 2024 Experiential Development & Games Expo

Game featured on "Skeleton Realm" web show receiving thousands of views

Member of Phi Theta Kappa Honor Society

OBJECTIVE

Pursuing a game design or programming internship/position to apply strong programming and game design skills. Available May 2025.

EXPERIENCE

Changeling VR

Internship   May 2024 - September 2024

- Used Unreal Engine to design and program VR gameplay systems with a team of 70 students
- Individually developed and implemented a fully functional VR claw machine puzzle and a "proxy" object manipulation system
- Participated in daily stand up meetings, provided QA, and created the foundation for a new level

Skeleton Realm Live

Personal Project   May 2024 - September 2024

- Created a multiplayer interactive social space for a weekly YouTube web show using Unity
- Programmed puzzles, an interactive computer, and the ability to watch livestreams within the game
- Featured on the "Skeleton Realm" web show where it has received thousands of views

Autonomous Visualizer

Academic Project   March 2024 - May 2024

- Went above and beyond scope of assignment by programmatically analyzing audio
- Designed and programmed self-steering autonomous agents that respond to audio frequency data
- Created visual displays for each agent resulting in symmetrical visualizations of music

Twelve Mage

Academic Project   September 2023 - December 2023

- Served as team lead in a group of 4 to create a 2D top-down-shooter using the Monogame framework
- Programmed movement, game states, animations, menus, buttons, UI, and enemy AI using C#
- Produced technical diagrams and documentation and coordinated tasks between team members
- Featured in RIT's 2024 Experiential Development & Games Expo (EDGE)

ACTIVITIES

RIT Game Dev Club   September 2023 - Present

- Participating in game jams, project presentations, and critiques

RIT AI Club   September 2023 - Present

- Engaging in workshops on machine learning, neural networks, and AI trends