Luke Whited

Technical Game Programmer and Developer

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EXPERIENCE

Gravity Interactive, Brookline, MA - *Founder & Developer.*

MAY 2025- PRESENT

Built and shipped REDSHIFT on Steam end to end in Unreal Engine 5. Engineered gameplay, UI, audio hooks, and save systems, then handled store submission, build delivery, and post launch support with telemetry-informed bug fixes and optimizations.

Hangtime, Boston, MA - *Interface and Gameplay Design*

JUNE 2023 - AUGUST 2023

Worked on interface design and sound design for a cooperative peer to peer multiplayer football-themed video game for iOS and Android operating systems. Processed data under the Senior Designer for Xcode to develop screens and SFX for the lobby peer-to-peer connection experience, game play screens, and win / loss animations.

Talos, Boston, MA - *Artificial Intelligence: Image Recognition*

MONTH 2022 - MONTH 2022

Implemented, tagged, and tracked multiple thousands of images and data arrays of sets used to train the company's LLM and Deep learning databases. Worked under the Senior Developer to source and pre-process appropriate imagery for 18 different species of fish to be used for neural network training runs.

GLG Esports, Rochester, NY - *UI/UX Development*

JUNE 2021 - AUGUST 2021

Designed, programmed, and debugged the Esports interactive overlay programmed in Unity used by the casters. Reviewed feedback from the team and fans, and updated the system accordingly, while managing a large database of operators.

EDUCATION

Rochester Institute of Technology, Rochester, NY - *M.S. Game Design and Development*

SEPTEMBER 2025 - CURRENT

Rochester Institute of Technology. M.S. Game Design and Development (Sep 2025 - Present). B.S. Game Design and Development (May 2025). Immersion in Creative Writing and Worldbuilding.

PROJECTS

REDSHIFT - Launched on Steam

REDSHIFT is a first-person psychological horror game that was designed, programmed, and released on Steam entirely on my own. REDSHIFT surpassed 80,000 downloads in one month on the Steam store to critical acclaim.

SKILLS

Technical Game Development and Design

C++ / C# Languages

Unreal Engine (C++ and Blueprints)

Artificial Intelligence Training

Lumen, VFX, LODs, Blueprinting, Behavior trees, Nanite

Agile development and Scrum framework.

Steam and product production pipeline.

RELEVANT COURSEWORK

IGME-742: Level Design

IGME-624: Tabletop Game Design and Development

IGME-601: Game Development Processes

ENGL-386: World Building

IGME-236: Experience Design for Games and Media

IGME-220/320: Game Design and Development I and II

IGME-202: Interactive Media Development

IGME-209: Data Structures and Algorithms

IGME-105/106: Game Development and Algorithmic Problem Solving I and II

AWARDS/ACHIEVEMENTS

Dean's List at RIT

First violin in RIT's Philharmonic orchestra.