

Lucas Immanuel

<https://linktr.ee/bsmproductions> • Foster City, CA 94404 • 650-504-2740 • email: lucasimmanuel@icloud.com

Portfolio: <https://lucasimmanuel.weebly.com/>

Summary of Qualifications

- **Game Development:** Experience in Unreal Engine 4, Unity, Gamemaker. Contributed to 20+ games.
- **Productivity Apps:** Proficient in Word, Excel, Powerpoint, Trello, Slack, and Google Suite
- **Project Management:** Organizational skills, task management, running a video game studio, and leading a student organization, Agile, Scrum, and DevOps principles
- **Graphic Design:** Proficient in Photoshop, Aseprite, and 3D modeling basics.
- **Video Production:** Proficient in Premiere Pro, After Effects, and Final Cut Pro X. Familiar with video and lighting equipment
- **Other Skills:** Public speaking, intermediate Spanish, writing

Education

Bachelors Degree Candidate in Cinema Digital Media and Political Science, anticipated 2026
University of California, Davis, CA

Achievements

Molsen Scholarship, Inaugural Recipient 2022

Received recognition in Games, Film, or Digital Media

Top Ten Popularity GMTK Jam, 2023

Co-led team to top ten in popularity for video game "Doors: the Game" made with Peers in the Game Development and Arts Club

Winner People's Jam, 2021

Led team to first place in competition for video game "Story of Roanoke" made with Team Azule

Experience

Team Azule, Remote

Creative and Business Lead, 2020-Present

Formed and lead a team of three to create independent games, handling both writing and drawing responsibilities

- Portfolio: teamazulegames.com
- Produced the upcoming release "Deitrus"

Magihack Games, Remote

Pixel Artist Intern, October 2023 - Present

Responsible for creating and implementing pixel art assets for a brand new Meta Quest title

- Utilized Unreal Engine 5 and VR development practices
- See game: <http://bit.ly/pleasevr>

The Writer's Room, Remote

President and Founder, April-September, 2023

Simulated writer's room experience. Guided a team to develop a pilot into a full season of TV, complete with scripts, concept art, and storyboards.

Studio DIGS, UC DAVIS

Narrative Lead, 2022-2023

Member of the Davis Indie Game Studio (Studio DIGS) a student led gamedev simulation that allows participants to experience working in a large team hierarchy while creating a game together.

- Information: <https://www.instagram.com/studio.digs/>
- Involved in collaboration with the Art, Design, and Story teams

Freelance Filmmaker, Foster City, CA

Videographer, 2015-Present

Created over 50 videos utilizing video, audio, and lighting equipment as well as scriptwriting software

- Portfolio: <https://tinyurl.com/LIFilmReel>
- Skilled in video editing with Adobe suite

Smushi Come Home (Steam Deck Version), Remote

Tester, February-June, 2023

Credited as "BSM Productions"

Other Employment

NCWHL, Foster City, CA

Scorer, June 2022-September 2022

Managed scoreboard for up to 8 hrs a day

- Managed online portal and scheduling
- Utilized obtuse tech independently and worked to improve systems

Crumb! Cookies, Foster City, CA

Baker, June 2022-September 2022

Baked and decorated cookies in a fast-paced environment, effectively collaborated with a large team of employees.

- Cleaned kitchen and prepped food to levels suitable for health inspection
- Utilized Wheniwork employee tracking software

References

Bowen Bothello - Technical Director, Team Azure - (603)-858-5996, bowen.bothello@gmail.com

Jacob Dominick - Creative Director, Studio DIGS - (619)-718-2293, jacobdominick08@gmail.com

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