

LUCA HIBBARD-CURTO

SKILLS & ABILITIES

- Certified ScrumMaster 2017-2020
- Game Systems Designer. Special interest in Documentation and Collaboration with artists and programmers on systems. Experience as lead/producer for smaller teams. Comfortable with public speaking and presentations.
- Photoshop/Illustrator literate
- Unity C#, Actionscript, and C++ experience

PROJECT EXPERIENCE

Kanji Samurai – Spring 2017

User Experience and system designer on a Unity based mobile phone/tablet game that teaches the player Japanese Kanji through a battle system. Team of 9.
<https://kanjisamuraigname.com/>

Rhythm of the Night – Fall 2016

Production and Lead Designer on a Unity based rhythm puzzle game where you play a thief moving to the beat to avoid detection from guards, lasers, and more. Team of 4.
www.lucahibbardcurto.com/games/rotn

One Gun – Spring 2016

Co-designer, co-level designer, and lead sound design on a Unity based First Person Shooter where the player can adjust the fire rate, damage, shot speed, and accuracy on the fly. Team of 9. teamonegun.itch.io/one-gun

Ship it! – Spring 2015

Co-lead Designer/co-producer on a Flash based open world sailing/port trading game for Android phones, where players sail from port to port buying and selling goods, and completing quests. Team of 6. www.lucahibbardcurto.com/games/shipit

EDUCATION

Champlain College – Burlington, VT

Bachelor of Science in Game Design, Graduating class of 2017. Spend a semester abroad in Montreal Spring 2016.

WORK EXPERIENCE

UI Product Specialist at Cognizant

November 2021- Current

Overhauling UI for a product move from desktop to web for Cognizant's Trizetto Optimization Software Products team
