Lucas Thielmann

US / German Citizen | ✉ thielmlw@mail.uc.edu (Preferred) | ☎ 1-(513)-767-1065 | in Lucas Thielmann

https://baconchicken42.github.io/Lucas-Thielmann/index.html

Summary

Self-driven Gameplay Programmer and Level Designer with 4 years of experience in game development. Skilled at iterating and expanding on gameplay concepts with well-structured, well-documented code.

Professional Experience

UC Center for Simulations and Virtual Environment Research — Cincinnati, OH
Student Developer — *Sep. 2021 - Dec. 2022 / Jan. 2024 - Jun. 2024*

- Developed features in C# across a wide range of simulation projects in the Unity game engine
- Created a unique VR interaction system for inspecting small faraway objects
- Worked with Unity's built-in timeline tools to sequence interactive simulations for VR and PC
- Developed custom timeline tracks to support 'branching path' narratives
- Created custom shaders with Unity's built-in shaderlab as well as Unity's version of HLSL
- Performed thorough QA testing across all active projects and logged corresponding issues in Jira
- Debugged, modified, and improved C# code written by myself and other developers
- Used Unity's profiler tool to identify scripts which were impacting performance, and then optimized those scripts to use more efficient methods without compromising feature scope
- Identified performance-heavy art assets for review by examining Unity's build report, inspecting polygon counts and texture sizes, and observing frame times at runtime
- Redesigned an existing VR level layout with the goal of reducing scale without compromising on art direction

German Aerospace Center — Braunschweig, Niedersachsen, Germany
Intern — *Jan. 2023 - Jul. 2023*

- Took over development of an existing Unity VR prototype of a portable, virtual workplace for Air Traffic Controllers
- Used the Ultraleap SDK to implement hand tracking via LeapMotion camera
- Designed and developed a VR interface with hand tracking in mind
- Developed a unique hybrid control scheme which allowed users to engage with the interface with one hand, while remotely operating a PTZ camera using a controller in the other hand
- Created thorough documentation of the entire project, which was previously missing
- Project was later presented at SESAR Conference 2024: https://www.youtube.com/watch?v=cZTtOKa-hnY

KAR Games — Cincinnati, OH
Level Designer — *Mar. 2025 - Present*

- Created over a dozen new levels for the 1.0 update of Drift: Space Survival
- Used Godot's CSG tools to sculpt premade asteroid assets into unique environments
- Leveraged existing structure and environmental art assets to fully detail each area
- Provided more variety to each region by painting textures with a proprietary vertex painting tool

Education

University of Cincinnati — Cincinnati, OH
BS Information Technology – Game Design and Simulation Track | GPA: 3.287/4 — *Aug 2019 – April 2024*

Skills

Languages:	C#	C++	Unreal Blueprint	HTML/CSS/Javascript	SQL	Java	Python	Lua
Frameworks/Technologies:	Unity	Godot	Unreal Engine	Git	Maya	.NET Core	Microsoft Office Suite	Photoshop	Davinci Resolve	Adobe Audacity
Strengths:	Problem Solving	Teamwork	Adaptability	Time Management	Critical Thinking
Spoken Languages:	English	German