

# Luke Duckett

Unity C# Developer - Gameplay, Tools and Systems

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## Professional Summary:

Unity C# Developer specialising in gameplay, tools, and systems across WebGL, mobile, and AR. Experienced in architecting reusable pipelines, optimisation, and delivering in small, fast-paced teams.

## Skills

### Gameplay & Systems

Unity (2D, 3D, WebGL, Mobile, AR), Controllers, Interaction Systems, Object Pooling, NavMesh, AI Behaviours, Scriptable Object Architecture, Addressables, Asset Bundles

### Tools & Pipelines

In-Editor Tools, Shared UI Frameworks, Analytics Integration, Leaderboards, API Integrations

### Software & Workflow

Unity, JetBrains Rider, Git, PlasticSCM, Jira, ClickUp, Milanote

## Employment History

### Unity Developer ~ Grub Lab ~ (February 2025 - Current)

#### Core Contributions

- Architected and maintained the Grub Lab Core package (Analytics Wrapper, Addressables System, Leaderboard integration, Shared UI Components)
- Built event-driven startup pipeline used across all games
- Integrated Image WebAR tools and optimised WebGL compatibility

#### Games and Features:

- Splat Lab (WebGL/AR): Addressable theming system, multi-IP architecture
- Splat Lab Jr (2D): Third party colouring engine integrations, Scriptable Object based IP Framework
- Spell Storm: Full Game Loop, combat controller, leaderboard integration
- Splash and Dash: Vehicle Controller, city randomisation, scoring, gameplay loop

## Freelance Unity Developer ~ trading as Frozen Phoenix ~ November 2024 - February 2025

### Client: Grub Lab ~ Project: Roller Skate and Serve - Solo Developer - 2024

- Designed and built full WebGL game including skating controller, customer spawning/pooling, ordering, kitchen systems, upgrade loop and UI logic

### Client: Art Of Play ~ Project: The Phantom - Unity Developer 2024

- Built a full Scriptable Object and Inspector driven level scripting tool, reducing iteration time
- Created dodge-event tools, AI Linking utilities, and editor extensions to streamline design workflows
- Developed several in-game levels using the tooling pipeline

## Unity Developer ~ Grub Lab ~ (July 2022 - November 2024)

### Core Contributions

- Built the AR Interaction Helper package, reducing setup time for AR games and experiences
- Created reusable Player Controller and Interaction systems used across multiple games
- Designed a dynamic world spawning system supporting API-driven conditions
- Developed an internal white-label QA tool to validate external clients asset deliveries

### Games and Features:

- NRL/AFL Strike: converted to data driven architecture, bug fixes, improved scoring system
- Memory AR: optimised game to utilise newer AR foundation, set up multi-IP scenes
- NRL/AFL Seek: fixed bugs, created gyro controller, optimised spawning to use scriptable objects

## Contract Unity Developer ~ EIC Activities ~ January 2022 - July 2022

- Built a custom animator tooling system allowing animators to create and adjust default states, scrub keyframes, and streamline animation workflows.
- Implemented unit tests across the codebase to tighten reliability and prevent regression issues.

## Personal Projects

- Milkyway Defence Force - published Android game (Google Play), WebGL version [itch.io](https://itch.io)
- The Great Fleece - Stealth click to move prototype

## Education

- GameDevHQ Professional Unity Developer Program
- Certificate III Government
- Certificate III Commercial Cookery

## References

Available Upon Request