

Luca Jeha Civita

Game Developer
Creative Technologist

SUMMARY

Game designer / developer with experience in Unity development and graphics programming.

I love combining my previous experiences in academia and the arts with my game development practices, whether that be in the realms of graphic design, animation, illustration, philosophy, sound design, or audio engineering!

CONTACT & LINKS

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ACCOMPLISHMENTS

Interactive Game Exhibition @ MoMI 2023

- Showcased interactive artwork / game at the "Stories in Motion" exhibition at the Museum of the Moving Image in NYC.

Co-created graphics programming course @ Parsons School of Design 2023

- "Speaking Shaders", led by Jason Li, was birthed from our collective effort in designing an intro to graphics programming course.

Wonderville Pop-Up Arcade Show 2024

- Showcased alt controller game, Wiggy-Wiggy.

SKILLS

Unity C# Graphics Programming

Unreal HLSL GLSL C++

JS HTML CSS Blender React

Adobe Creative Suite Photoshop

AE Sound Design Animation

EXPERIENCE

Game Developer - Onzs

July 2023 - current

- Co-founded indie game studio.
- Worked on title Jungle Jym.
- Used HLSL & Unity Shadergraph to develop rendering techniques and visual identity of projects.
- Unity / C# developer and tool engineer.
- Web developer.

Freelance Artist

May 2022 - Feb 2023

- Video producer for cmntx records.
- Graphic design for Dan Langa's "I'm Alright, I'm OK"
- Web development & email marketing for SWELL NY.

Art Director - SWELL NY

Jan 2021 - Feb 2022

- Graphic design & branding for game studio Right Trigger [Vital XP at the time.
- Video editing and animation for clients via the Adobe Creative suite [Photoshop, After Effects, Premiere, Audition]. Brands included MCM, Dunhill, Hollister, & Drunk Elephant.

Video Editor / Animator - FOR[IN]

April 2019 - Sept 2019

- Video editing & graphic animation for companies such as Lacoste, Kiabi, Suez, & Fleury.

Intern Designer - Prodigio Films / NETFLIX

April 2018 - Sept 2018

- Prop and graphic designer for the TV show, Most Beautiful Thing (Coisa Mais Linda).

ACADEMICS

Parsons School of Design - MFA

Aug 2022 - May 2024

- Design & Technology MFA candidate.
- Focus in video game design and development.
- Play design, video game programming, physical computing, and shader studies.

New York University [NYU] - BA

Aug 2017 - May 2021

Digital Art and Design
Cumulative GPA: 3.96 / 4.00
Magna Cum Laude

- Digital Art & Design BA.
- Philosophy & French Studies.