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| **Nicholas Henry Hoyt Lance** | | | | | | | |
| 2425 Purdue Ave., Apt. 201, Los Angeles, CA 90064 | | | | [nicholas.lance@gmail.com](mailto:nicholas.lance@gmail.com) | | | |
| (678) 283-7215 | | |  | [www.nicholaslance.com](http://www.nicholaslance.com) | | | |
| Objective | | | | | | | |
|  | Utilize design skills to craft unique, exciting, and memorable player experiences | | | | | | |
| skills | | | | | | | |
|  | Computer Software  Proficient with: UE3, MS Office Suite, Visio, Flash, Dreamweaver, Photoshop, Visual Studio  Familiar with: Unity, Maya, Audacity, AfterEffects, Audition, Final Cut Pro  Programming Languages & Libraries   * Proficient in: C/C++, C#, Lua, ActionScript, Java, Python, PHP, MySQL, Lisp, HTML, CSS, XML   Specializations  Game Design, Narrative, Film, Computer Graphics, UI Design, Management, & Leadership | | | | | | |
| Employment Experience | | | | | | | |
|  | | Naughty Dog | | | | | **2012-Present** |
| **Design Scripter** The Last of Us: Left Behind (PS3)   * Specialized in scripting character driven set pieces and ally NPC Behaviors * Responsible for communicating set piece requirements and deliverables to all involved disciplines   **Design Scripter** The Last of Us (PS3)   * Specialized in scripting set pieces, ally NPC behaviors, and enemy NPC combat sequences * Responsible for communicating set piece requirements and deliverables to all involved disciplines | | | | | |
|  | | 38 Studios | | | | | **2011-2012** |
| **Content Designer** Project Copernicus (PC MMOG)   * Worked as a content designer on 6 zones, principal designer over 3 zones * Responsible for taking entire zones from concept to polish * Designed and implemented quests and scripted events * Utilized Unreal Engine 3 to place encounters, flavor NPCs, triggers, paths, and interactive objects * Setup AI logic routines for NPCs to help bring the world to life | | | | | |
|  | | ImaginEngine, a Division of Foundation 9 Entertainment | | | | | **2010-2011** |
| **Producer** Monster High (Wii, DS)   * Created, critiqued, and edited design documentation, proposals, GDDs, and dialogue scripts * Utilized design and programming skills to place and script player interactions * Handled scheduling, team management, and client communication   **Producer** Apples to Apples (XBLA, PSN, Facebook)   * Advised with design decisions, creative direction, and art style * Designed multiplayer and single player modes * Handled scheduling, team management, and client communication   **Producer** Haunted House (XBLA, Wii, PC)   * Handled scheduling, team management, and client communication | | | | | |
| Education | | | | | | | |
|  | | **Full Sail University, GPA: 3.83** | | | | **2009** | |
|  | | Winter Park, FL   * M.S., Game Design, Valedictorian | | | | | |
|  | | Georgia Institute of Technology, GPA: 3.74 | | | **2008** | | |
| Atlanta, GA   * B.S., Computational Media, Highest Honors & Highest GPA in Major | | | | | |