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| **Nicholas Henry Hoyt Lance** |
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| (678) 283-7215 |  | [www.nicholaslance.com](http://www.nicholaslance.com) |
| Objective |
|  | Utilize design skills to craft unique, exciting, and memorable player experiences |
| skills |
|  | Computer SoftwareProficient with: UE3, MS Office Suite, Visio, Flash, Dreamweaver, Photoshop, Visual StudioFamiliar with: Unity, Maya, Audacity, AfterEffects, Audition, Final Cut ProProgramming Languages & Libraries* Proficient in: C/C++, C#, Lua, ActionScript, Java, Python, PHP, MySQL, Lisp, HTML, CSS, XML

SpecializationsGame 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
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|  | 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
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|  | 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
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| Education |
|  | **Full Sail University, GPA: 3.83** | **2009** |
|  | Winter Park, FL* M.S., Game Design, Valedictorian
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|  | Georgia Institute of Technology, GPA: 3.74 | **2008** |
| Atlanta, GA* B.S., Computational Media, Highest Honors & Highest GPA in Major
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