

Nicholas Lance

Game Designer

nicholaslance.com

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Objective

Utilize design skills and knowledge to set a vision, establish a design language, and craft memorable player experiences

Skills

Visual Studio, Unity, UE4, Maya, MS Office Suite, Proprietary Editors & Visual Scripting
C/C++, C#, Lua, Python, Lisp, HTML, CSS, XML, Proprietary Languages

Experience

Wildflower Interactive / Technical Game Designer

OCT 2020 - PRESENT

Top Secret Project / Technical Game Designer

- Prototyping AI companions and scenarios

Infinity Ward / Expert Designer

FEB 2018 - OCT 2020

Modern Warfare II (XBONE, PS4, PC) / Expert Designer

- Pitched and prototyped levels that became Wetwork, Tradecraft, and Countdown
- Prototyped swimming stealth and combat mechanics

Modern Warfare (XBONE, PS4, PC) / Expert Designer

- Level Co-Owner (Scripting & Level Design) on Fog of War & The Embassy
- Helped establish the design language
- Reviewed and directed gameplay scenes on the mocap stage

Naughty Dog / Game Designer

JULY 2012 - FEB 2018

Uncharted: Lost Legacy (PS4) / Level Designer & Design Scripiter

- Level Owner (Scripting, Level Design, & Request Tracking) for End of The Line
- Mentored and Trained incoming scripters on best practices and design language

Uncharted 4 (PS4) / Level Designer & Design Scripiter

- Level Owner for The Malaysia Job, A Normal Life, and Hector Alcazar
- Scripiter for the Twelve Towers, Jeep system, Winch system, Interruptible Conversation system, the rope parts of the chase in Hidden in Plain Sight, the trap in Avery's Descent
- Mentored and Trained incoming scripters on best practices and design language
- Reviewed and directed gameplay scenes on the mocap stage

The Last of Us: Left Behind (PS3) / Design Scripiter

- Scripiter for the Halloween Store, Brick Throwing Contest, and Watergun Fight

The Last of Us (PS3) / Design Scripter

- Scripter for Bill's Town, Tommy's Dam, hanging upside down set piece, truck push set piece, sniper overwatch set piece, the flooding bus set piece
- Combat Design for all encounters in Tommy's Dam

38 Studios/ Content Designer

JULY 2011- MAY 2012

Project Copernicus (PC) / Content Designer

- Principal Designer (Vision Owner, Layout Designer, & Implementer) for 3 zones
- Designed and Implemented quests and events for 6 zones
- Implemented friendly and enemy npcs population for 6 zones

ImaginEngine / Producer

JAN 2010 - JULY 2011

Monster High (Wii, DS) / Producer & Designer

- Created Proposals, Design Documentation, and Dialogue scripts
- Implemented player interactions on DS version
- Handled scheduling, team management, and client communication

Apples to Apples (X360, PS3, Facebook) / Producer

- Designed modes and advised creative direction
- Handled scheduling, team management, and client communication

Haunted House (X360, Wii, PC) / Producer

- Handled scheduling, team management, and client communication

Education

Full Sail University / M.S. Game Design

2008 - 2009 / GPA: 3.83

- Graduated valedictorian.
- Studied the practical application of game design and production
- Lead multi-disciplinary team for 5 month game project
- Created master's thesis researching Devices of Expression in Video Games

Georgia Institute of Technology/ B.S. Computational Media

2004 - 2008 / GPA: 3.74

- Graduated with the highest GPA in the major
- Studied computer science with a specialization in video games and computer graphics
- Studied interactive media with a focus on film, narrative, technical design, and game design