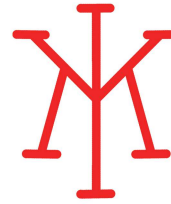


Lansingh (Lance) Freeman

Saint Albans, Vermont • 802.777.6009
lancefreeman.programmer@gmail.com
lancefreeman.com



EDUCATION

Champlain College

Bachelor's Game Programming Major and Mathematics Minor
Champlain College Dean's List

Graduated May 2021

magna cum laude

GPA 3.75

EXPERIENCE

Aurum - Contract Unreal Developer

Remote

Create simulated 3D maps to train AI models.

Dec 2024 – Present

Black Flannel Distilling Company - Distillery Apprentice

Essex, VT

Learned the basics of distilling, including fermentation, distilling, and bottling.

February 2024 – July 2024

Independent Contract Work - Software Developer

Remote

Worked with various Champlain College alumni on small, independent software projects. These included work as a Gameplay Engineer, consulting on game design, and some Unity NavMesh research.

June 2021 - Present

SCORCH : Accidentally Games - Lead Programmer

Jan 2021 – May 2021

SCORCH : Accidentally Games - Systems and Graphics Programmer

Sept 2020 – Dec 2020

Burlington, VT & Remote

SCORCH is a Stealth First Person Shooter title set in a film noir setting, currently available on Steam.

As Lead Programmer, commanded a team of programmers, oversaw and worked on gameplay systems development, ran Agile meetings, assigned coding tasks, reviewed code, coordinated with design, production and art teams.. Code contributions included developing the shader and programming the core gun systems.

Disencarnate : Rats with Hats - AI and Gameplay Game Programmer

Feb 2020 – May 2020

Burlington, VT & Remote

Disencarnate is a VR title which was focused around a coven of witches looking to resurrect their matron. Responsible for AI development, primarily newt AI. Worked on parts of the gameplay systems. Performed VR testing.

Champlain Game Academy, Burlington, VT

July 2017

Developed a game as lead programmer in a team environment. Used Visual Studio to code in C# for Unity. Created 3D objects using ZBrush. Learned the basics of Unity.

LPA Design (PocketWizard) - Grad Challenge Internship

June 2016 – Aug 2016

South Burlington, VT

Learned SolidWorks and 3-D modeling techniques. Designed and 3-D printed a chess set on an Ultimaker 2.

SKILLS

PRIMARY DEVELOPMENT LANGUAGES – C++, C#

OTHER DEVELOPMENT LANGUAGES – Kotlin, Go, WebGL, Java, Javascript, HTML, SQL

TOOLS – Unity, Unreal Engine, Visual Studio, Github, Git Bash, IntelliJ, Android Studio, SolidWorks, Inkscape, Krita, Shadertoy, KickJS, ZBrush, Photoshop, Cura, Redmine