

Lansingh (Lance) Freeman

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EDUCATION

Champlain College Bachelor's Game Programming Major and Mathematics Minor Champlain College Dean's List	Graduated May 2021 <i>magna cum laude</i> GPA 3.75
Champlain Valley Union High School National Society of High School Scholars	Graduated June 2017 GPA 3.68

EXPERIENCE

SCORCH : Accidentally Games , Burlington, VT & Remote <i>Lead Programmer (2021), Systems and Graphics Programmer (2020-21)</i> <i>SCORCH</i> 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.	September 2020 – May 2021
Disencarnate : Rats with Hats , Burlington, VT & Remote <i>AI and Gameplay Game Programmer</i> <i>Disencarnate</i> is a VR title which was focused around a coven of witches looking to resurrect their matron. Responsible for AI development, primarily new AI. Worked on parts of the gameplay systems. Performed VR testing.	February 2020 – May 2020
LPA Design (PocketWizard) , South Burlington, VT <i>Grad Challenge Internship</i> Learned SolidWorks and 3-D modeling techniques. Designed and 3-D printed a chess set on an Ultimaker 2.	June 2016 – August 2016
Champlain Game Academy , Burlington, VT 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.	July 2017

SKILLS

PRIMARY DEVELOPMENT LANGUAGES – C++, C#

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

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