

David R. Lorentz

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809 Park Ave., Apt. 1A
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credits

Designer: <i>The Incredible Hulk</i> – Xbox 360, PS3, PS2, Wii, PC	Edge of Reality, Ltd., 2008
QA Team Lead: <i>The Sims: Castaway Stories</i> – PC	Aspyr Media, Inc., 2007
QA Tester: <i>The Sims: Pet Stories</i> – PC	Aspyr Media, Inc., 2007

skills

Scripting

Flash game programming in ActionScript 3.0 and Flex; gameplay and AI scripting in Edge of Reality's C-based scripting language on *The Incredible Hulk*; scripting of neural models in Matlab and C for research in college and grad school.

Prototyping

UI and gameplay prototyping in Flash. Three complete games created solo in 48 hours for Ludum Dare competitions.

Mission Design

3D mission layout, gameplay and AI scripting, and design documentation. My missions in *The Incredible Hulk* included several fan favorites and the game's final mission. I am passionate about melding gameplay and assets to create a compelling experience; for my thoughts and recollections, see <http://davidrlorentz.com/hulk>.

work experience

Flash Game Developer

Self-Employed

July 2008 to the present
Baltimore, MD

Working on Flash game development contracts and personal projects. Currently developing an unannounced title with PixelJam Games. Selected to represent ActionScript.org at the Flash in the Can conference in April, 2009, on the basis of my Flash work.

Mission Designer

Edge of Reality, Ltd.

Sept. 2007 to June 2008
Austin, TX

Contributed 11 missions to *The Incredible Hulk*, a next-gen AAA title. My early success led to me taking over the final mission in the game, as well as several previously neglected missions that I rescued from the chopping block. Mastered the scripting language and became the design team's go-to man on tricky scripting issues. Tasks included mission conceptualization and documentation, scripting with in-house tools, level layout in Maya, and coordination of tech and art tasks.

Quality Assurance Tester

Aspyr Media, Inc.

Mar. 2007 to Sept. 2007
Austin, TX

Promoted to team lead on *The Sims: Castaway Stories*, after starting as a QA tester on *The Sims: Pet Stories*. Coordinated a team of 12 dev testers identifying and reporting bugs in Jira, and facilitated communication between development and QA.

education

Video Game Development Certification Program

Austin Community College, High Technology Institute

Jan. 2007 to May 2008
Austin, TX

Ph.D. Work in Computational Neuroscience

Brandeis University, Department of Life Sciences

Aug. 2004 to Sept. 2005
Waltham, MA

Bachelor Degree

New York University, Gallatin School of Individualized Study

Sept. 1999 to May 2003
New York, NY