

David R. Lorentz

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515 S. Paterson St.
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credits

Designer: <i>Prey 2</i> – Xbox 360, PS3, PC	Human Head Studios, 2012
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

Extensive gameplay and AI scripting in proprietary scripting languages, on two AAA games; Flash and AIR game programming in ActionScript 3.0 and Flex; Perl scripting to facilitate game production; scripting of neural models in Matlab and C for scientific research.

Prototyping

UI and gameplay prototyping in Flash. Lots of rapid game development, including a number of 48-hour solo game dev projects. My solo projects have blossomed into professionally sponsored Flash games and mobile apps.

Mission Design

3 years of experience in 3D mission layout, balancing, gameplay and AI scripting, and design documentation, on two AAA titles: *Prey 2* and *The Incredible Hulk*. My missions in *Hulk* included several fan favorites and the game's final mission.

work experience

Mission Designer/Scripter

Human Head Studios

Sept. 2009 to the present
Madison, WI

Scripting and design work on *Prey 2*, a major open-world AAA title currently under development, to be published by Bethesda in 2012. Implementing mission logic, gameplay, and story; prototyping mission objects; on fire teams spearheading combat design, mission giving, and population. Anointed company Perl god, I have developed a set of Perl scripts to automate mission documentation, analytics, and synthetic voice generation.

Flash Game Developer

Self-Employed

July 2008 to Sept. 2009
Baltimore, MD

Flash game development contracts and personal projects. Lots of fun stuff. Check out my web site for samples. I represented ActionScript.org as a guest blogger at the Flash in the Can conference in April, 2009, on the basis of my Flash work.

Mission Designer/Scripter

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 a chunk of the game, including the final mission. 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

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