

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, 2013
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.

Mission Design

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

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.

work experience

Mission Designer/Scripter <i>Human Head Studios</i>	Sept. 2009 to the present <i>Madison, WI</i>
Scripting and design work on <i>Prey 2</i> , an open-world AAA title currently in development, to be published by Bethesda in 2013. 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 <i>Self-Employed</i>	July 2008 to Sept. 2009 <i>Baltimore, MD</i>
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 <i>Edge of Reality, Ltd.</i>	Sept. 2007 to June 2008 <i>Austin, TX</i>
Contributed 11 missions to <i>The Incredible Hulk</i> , a next-gen AAA title that shipped in 2008. 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 <i>Aspyr Media, Inc.</i>	Mar. 2007 to Sept. 2007 <i>Austin, TX</i>

education

Video Game Development Certification Program <i>Austin Community College, High Technology Institute</i>	Jan. 2007 to May 2008 <i>Austin, TX</i>
Ph.D. Work in Computational Neuroscience <i>Brandeis University, Department of Life Sciences</i>	Aug. 2004 to Sept. 2005 <i>Waltham, MA</i>
Bachelor Degree <i>New York University, Gallatin School of Individualized Study</i>	Sept. 1999 to May 2003 <i>New York, NY</i>