

David R. Lorentz

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307 W. 111th St. Apt. 4R
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credits

Lead Gameplay Designer: Just Cause 4 (2018)
Lead Mission Designer: Just Cause 3 (2015)
Designer: Prey 2 (2013, canceled); The Incredible Hulk (2008)
Programmer: Fort Courage (2012)
QA Tester/Lead: The Sims: Castaway Stories (2007); The Sims: Pet Stories (2007)

skills

Scripting and Programming

Gameplay and content scripting in various scripting languages, graphical and text-based, on multiple AAA games; C++ gameplay programming on several AAA games; Unreal, Unity, and Flash game programming; Python and Perl scripting to support content development and production pipelines; neural model programming in C and Matlab.

Team Leadership

I lead the team at Avalanche responsible for technical design and destruction design, everything from the bits that hold a mission together to the glue that holds a Just Cause fuel tank together. Previously I led the mission team on *Just Cause 3*, and a QA team in 2007. I have been praised for my low-stress, collaborative management style.

Mission and Level Design

9 years of experience in mission development, layout, and scripting.

Integrated Design and Prototyping

Experience spanning level design, game design, scripting, and programming, as well as extensive prototyping experience in Unreal, Unity, and Flash puts me in the position to fully develop game elements with few dependencies. In the right circumstances, this can lead to strongly focused designs, and facilitate rapid prototyping to "find the fun" as early as possible in a project's lifecycle. My solo Flash projects have grown into professionally sponsored Flash games and successful mobile apps.

work experience

Lead Mission Designer; Lead Technical Designer Sept. 2012 to the present
Avalanche Studios New York, NY

I started as a senior designer on *Just Cause 3*, and was later promoted to the lead mission and challenge designer. I led the "gameplay design" team on *Just Cause 4*, and continue to lead the technical/destruction design team. I contribute to a variety of tasks in gameplay design, level design, game object scripting and programming, and mission design. As technical lead, I developed a set of "mission modules" that drove all mission content in *JC3*, and which has blossomed into a set of "objective modules" at the heart of content in *JC4* and upcoming projects. I also write various Python scripts to facilitate content development.

Mission Designer/Scripter Sept. 2009 to Sept. 2012
Human Head Studios Madison, WI

Scripting and design work on *Prey 2*, an open-world AAA title that was canceled in 2013. Implemented mission logic, gameplay, and story; prototyped mission objects; contributed to the combat system design. Also worked on *BioShock Infinite* (uncredited), and the mobile game *Fort Courage* (designer and programmer).

Flash Game Developer July 2008 to Sept. 2009
Self-Employed Baltimore, MD

Flash game development contracts and personal projects.

Mission Designer/Scripter Sept. 2007 to June 2008
Edge of Reality, Ltd. Austin, TX

Contributed 11 missions to *The Incredible Hulk*, a AAA title that shipped in 2008.

education

Work toward Ph.D. in Computational Neuroscience Aug. 2004 to Sept. 2005
Brandeis University, Department of Life Sciences Waltham, MA

Bachelor Degree Sept. 1999 to May 2003
New York University, Gallatin School of Individualized Study New York, NY