



# LUCAS DANE

Technical level & narrative designer

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Breda, The Netherlands

www.lucasdane.com

## SKILLS

- Game Design
- Rapid feature prototyping
- Visual design documentation
- Playtesting & QA
- Scrum / Agile / Kanban
- Level Design
- Narrative Design
- Worldbuilding
- Visual Scripting

- Unreal Engine
- Unity
- Blender
- Maya
- Adobe Photoshop
- Microsoft Office
- JIRA
- Trello
- Perforce
- Miro

## LANGUAGES

- |         |   |   |   |   |   |
|---------|---|---|---|---|---|
| English | ● | ● | ● | ● | ● |
| Dutch   | ● | ● | ● | ● | ● |
| Spanish | ● | ○ | ○ | ○ | ○ |

## EXPERIENCE

### Ornament Express

Narrative Designer / February 2023 - June 2023 / 18

- Writing world-building documents.
- Creating Environmental Storytelling objects that reflect the world-building.
- Creating systems to showcase the narrative in the game.
- Designing the 'Ending Cart' and fitting this in the existing player journey.
- Recording voice-over sessions with both internal and external parties.

### Divided Skies

Writer & Technical Narrative Designer / September 2022 - January 2023 / 30

- Writing world-building documents.
- Developing character profiles.
- Writing a synopsis and an outline of the story, splitting it up in missions.
- Writing multiple missions that include a variety of gameplay types and dialogue.
- Developing a Mission System together with teammates that let us easily create new missions and put these in the open world.
- Developing a Modular Dialogue Call System which lets us store different conversations, assign audio & NPC names and let us use metahumans as camera

### Christmas Troubles

Developer / September 2022 - December 2022 / 4

- Designing & Developing the Main Gameplay loop, 3C's, Narrative Design and Level Design.
- Maintain creative direction in collaboration with friends.
- Planning the intended player experience and creating a schedule that fits a christmas release.

### Cry of the Fox

Design Lead & Level Designer & Narrative Designer / February 2022 - June 2022 / 20

- Writing a World building Document in collaboration with other developers.
- Writing, story-boarding & creating cut-scenes.
- Creating a system that can run the Cut-scenes and apply a 'Skip' button.
- Creating an 'Intractable Newspaper' object that tells the backstory of the world.
- Maintain creative direction in collaboration with the other leads in order to make sure that everyone is aware of creative goals and constraints.
- Review Design-work and determine whether user stories are done.
- Organize & Participate in meetings in order to determine the future of the project.
- Creating a main level for the game and playtesting it in order find improvement points..
- Iterating based on feedback received by peers & play-testers.
- Prototyping & Creating Scripted Event moments throughout the level.

### BAJA: Temple of the Gods

Game Designer / May 2021 - June 2021 / 13

- Researched, planned, and designed level rooms, including a Safe Hub, combat rooms and Boss Rooms.
- Conceptualized, prototyped, and visually designed a fire and spike hazard.
- Developed a modular camera system for enhanced player experiences.
- Collaborated on narrative elements, specifically animating elements in the cut-scenes.

## EDUCATION

### B.A. in Interactive Product Design

ES | University Center for Technology and Digital Art  
Sep. 2023 - Jan. 2024

### Creative Media & Game Technologies

NL | Breda University of Applied Sciences  
Sep. 2020 - Jul. 2024