

# Lance D. Krasniqi

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## Hello!

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|--------------------------|--|
| <b>Name</b>              | <b>Lance D. Krasniqi</b>   |
| <b>Born</b>              | 14 August 1989   |
| <b>Highest education</b> | Bachelor Game Design & Development   |
| <b>Experience since</b>  | 2005   |
| <b>Functions</b>         | Game Designer, Game- and Software Programmer,<br>Level Designer, Graphic Designer, 3D Modeler,<br>Web-designer & developer, IT support |
| <b>Nationality</b>       | Dutch  |
| <b>Languages</b>         | Dutch, English, Albanian   |

## Education

|           |            |  |  |
|-----------|------------|--|--|
| 2006-2007 | <b>MBO</b> | <b>ICT-4</b>                                       | <b>ROC ZADKINE</b>                     |
| 2007-2011 | <b>MBO</b> | <b>MEDIA VORMGEVER (GAME DESIGN)</b>               | <b>GRAFISCH LYCEUM ROTTERDAM</b>       |
| 2012-2016 | <b>HBO</b> | <b>BACHELOR GAME DESIGN &amp; DEVELOPMENT</b>      | <b>HOGESCHOOL VOOR KUNSTEN UTRECHT</b> |
| 2016-2018 | <b>HBO</b> | <b>CURSUS PEDAGOGISCH DIDACTISCH GETUIGSCHRIFT</b> | <b>HOGESCHOOL UTRECHT</b>              |
| 2017      |            | <b>CERTIFICAAT UNITY CERTIFIED DEVELOPER</b>       | <b>UNITY TECHNOLOGIES</b>              |

## Awards & Nominations

| YEAR | TITLE   | LOCATION             |
|------|---|----------------------|
| 2015 | <i>2<sup>nd</sup> Place Indievelopment Audience Award</i>             | Utrecht, Netherlands |
| 2015 | <i>2<sup>nd</sup> Place Indievelopment Student Award</i>              | Utrecht, Netherlands |
| 2015 | <i>Winner INDIGO Award</i>  | Utrecht, Netherlands |
| 2016 | <i>Winner Central European Game Conference Award</i>                  | Vienna, Austria      |
| 2016 | <i>Winner Dutch Game Awards – Best Student Art Direction</i>          | Utrecht, Netherlands |
| 2016 | <i>Unity Awards 2016 Nominations: Golden Globe, Best Student Game</i> | Los Angeles, USA     |

## Skills & Abilities

| DEVELOPMENT   | GOOD | INTERMEDIATE | EXPERT |
|---|------|--------------|--------|
| <i>Unity3D 5.x and 2018+</i>                                    |      |              | X      |
| <i>Unreal Engine 4+</i>   | X    |              |        |
| <i>MonoGame / XNA</i>   |      |              | X      |
| <i>Construct 2+</i>   | X    |              |        |
| <i>C#</i>   |      |              | X      |
| <i>C++</i>  | X    |              |        |
| <i>Java</i>   |      | X            |        |
| <i>Web (HTML, CSS, PHP and JS)</i>                              |      | X            |        |
| DESIGN & ART  | GOOD | INTERMEDIATE | EXPERT |
| <i>Adobe Suite (all software)</i>                               |      |              | X      |
| <i>Autodesk Maya</i>  | X    |              |        |
| <i>Autodesk Max</i>   |      | X            |        |
| <i>Pixel Art</i>  |      | X            |        |
| SPECIALISED SOFTWARE  | GOOD | INTERMEDIATE | EXPERT |
| <i>Version Control (Git, SVN and Mercury)</i>                   |      |              | X      |
| <i>Issue tracking (Github, Gitlab, Kraken, Trello and Jira)</i> |      |              | X      |
| <i>Android Studio</i>   |      | X            |        |
| <i>Visual Studio 2015 and newer</i>                             |      |              | X      |

## Work Experience

### **INTERN MOBILE GAME DEVELOPER | BOOSTERMEDIA | 01-2010 – 06-2010**

Worked on casino mobile games for their game-portals on older hardware (early Android) using Flash

### **INTERN GAME- AND WEB DEVELOPER | DRUKKERIJ TEEUWEN | 08-2010 – 02-2011**

Worked on various children's games and a lot more web-development for various customers

### **JUNIOR SOFTWARE ENGINEER | TWINKLS | 09-2011 – 01-2012**

Worked on Augmented Reality mobile apps using Unity and Qualcomm technologies

### **WEB DEVELOPER & MEDIA | ZIEN! | 05-2012 – 08-2012**

Worked on various web-projects for the sales market and collaborated with photographers for 360 viewing projects

### **GAME DEVELOPER & GAME DESIGNER | DEZZEL MEDIA | 09-2014 – 01-2015**

Worked on many brain training games for mobile and websites using the Construct 2 engine.

### **TEACHER GAME DEVELOPMENT | GRAFISCH LYCEUM UTRECHT | 10-2016 – PRESENT**

Teaching the fundamentals of Game Development using C# and Unity to Game Developers, as well as training Game Artists to work with said software and cooperate with developers to create portfolio worthy projects.

### **LEAD DEVELOPER & CO-FOUNDER | YELLOWCAKE GAMES | 08-2017 – PRESENT**

Working on games for console platforms and PC in a small company comprising of 2 others. I am lead developer and develop all the tools needed to finish projects. This includes custom Unity Editor tools, online- and local multiplayer, user interfaces and gameplay mechanics. Additionally, I switch between technical artist creating shaders and intermediary for the tech and art branches and oversee the business as a whole.