Lance D. Krasniqi

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Hello!

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

Education

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

Awards & Nominations

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

Skills & Abilities

DEVELOPMENT	GOOD	INTERMEDIATE	EXPERT
Unity3D 5.x and 2018+			x
Unreal Engine 4+	x		
MonoGame / XNA			x
Construc 2+	x		

	GOOD	INTERMEDIATE	EXPERT
C#			x
C++	x		
Java		x	
Web (HTML, CSS, PHP and JS)		x	

DESIGN & ART	GOOD	INTERMEDIATE	EXPERT
Adobe Suite (all software)			x
Autodesk Maya	x		
Autodesk Max		x	
Pixel Art			x

SPECIALISED SOFTWARE	GOOD	INTERMEDIATE	EXPERT
Version Control (Git, SVN and Mercury)			x
Issue tracking (Gitlab boards and Jira)			x
Android Studio		x	
Visual Studio 2013 and newer			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.