

# Lance Smith

P: 503-689-5244

[lance.matthew.smith@gmail.com](mailto:lance.matthew.smith@gmail.com)

[Portfolio](#)

[LinkedIn](#)

[Github](#)

[Angellist](#)

## SKILLS

JavaScript, Node.js, Ruby, Rails, Git, React.js, Redux, Express.js, SQL, MongoDB, HTML5, CSS3, Sass, Unity3d

## EXPERIENCE

### Game Designer

*Zynga -- Eugene, OR Studio, FrontierVille, CastleVille Legends*

Jun 2012 - May 2015

- Wrote XML to define hundreds of quests, scenes, items that were deployed in live games on Facebook and on mobile
- Quickly learned Flash game engine for assembling assets used in-game as costumes and mounts
- Adapted successful game mechanics from FrontierVille to CastleVille Legends using Unity and XML

### Game Designer

*Glu Mobile -- Portland, OR Studio, Ultimate Chef*

Jul 2015 - Mar 2017

- Engineered item generating tool utilizing C# to parse data from spreadsheets and output functional XML for our game engine
- Constructed in-game user interfaces using the Unity game engine's UI layout tools for player leaderboard, chats, orderboards, event manager, etc
- Scripted FTUE (First Time User Experience) tutorial from start to finish while collaborating with engineering to design scene scripting functionality

### PC Builder & Sales

*Central Computers*

Oct 2018 - Mar 2019

- Assembled custom desktop PCs for customers and corporate clients including hardware, firmware, and software ranging from budget systems (~\$600) to high end workstations (~\$3000)
- Corresponded with existing and new potential clients to facilitate relationships between our company and their business, resulting in a new corporate client, and quoting and building systems for a local game development studio

## PROJECTS

**DeskLamp** | (React/Redux, Rails 5, Postgres)

[live](#) | [github](#)

*A clone of the Basecamp website, a task tracking/management service for organizations*

- Utilized Ruby on Rails' ActiveRecord together with BCrypt and a Postgres database to create a secure user authentication system that safely salts and hashes passwords before storing them in the database
- Used Rails migrations to build SQL schemas to allow for users to create to-do lists, message boards, and schedules that are shared across organizations of users

**TinyVania** | (JavaScript, HTML Canvas, Webpack, CSS)

[live](#) | [github](#)

*2D side scrolling platformer video game inspired by the Nintendo classic, Castlevania*

- Using vanilla JavaScript and HTML canvas, created game loops that continuously updates hundreds of game object positions and renders them to the screen
- Developed custom level editor using vanilla JavaScript that allows the designer to load text files into the project to quickly generate playable levels
- Created a custom controller scheme using event handlers that map user input to a global JavaScript object that is then accessed by other game systems to perform user movement, animation, and actions

**Conduit** | (MongoDB, Express.js, Node.js, React.js, Redux, Git)

[live](#) | [github](#)

*Productivity app for creating projects with tasks that can be shared with other users via their account*

- Created Express / MongoDB backend that stores data in MongoDB
- Implemented RESTful API using Express that performs data validations for POST requests and proper user auth checks before serving information in response to all HTTP requests
- User projects contain custom made tasks and inbox shows users their upcoming tasks that may be due

## EDUCATION

**Art Institute of Portland** - BS Visual & Game Programming, 2008-2012 / C++, 3D Rendering, Game Prototyping courses

**App Academy** - 2019 - Full stack engineering bootcamp