

# Lance Dennison

## Game Designer and Writer

[lancedennison.work@gmail.com](mailto:lancedennison.work@gmail.com)

[portfolio website](#)

## Skills

Game Design · Narrative Design · Creative Writing · Quest Design · Production Planning · Project Management · Cross-team Collaboration · Interpersonal Skills · C · C++ · C# · JavaScript · HTML

## Education

September 2022 - June 2024

**University of California, Santa Cruz** - *B.S., Computer Science Game Design*

September 2019 - June 2021

**Glendale Community College** - *IGETC*

## Experience

January 2024 - Present

**Through the Fog** - *Narrative Lead and Game Designer*

[Steam store page](#)

- Created the story and world for the game.
- Wrote all dialogue and descriptions.
- Designed quests and progression milestones.
- Ensured design elements were narratively consistent.
- Fulfilled a co-producer role.
- Published to Steam in June 2024.

January 2024 - March 2024

**University of California, Santa Cruz** - *Game Development Tutor*

- Tutor and grader for the Game Development Experience course at UCSC.
- Assisted students during group and individual tutoring sessions.
- Worked to solve their problems with JavaScript, Phaser 3 and other game design hurdles that were impeding their projects.
- Graded student projects and class assignments.