

CONTACT

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WEBSITE:
www.stephen.games

GAME PROJECTS

Links to play all games are available on my website.

No Degens on The Property (2019)

A first-person, 3D, tower defense game, designed as a VR concept. Rely on turrets and walls, as well as your trusty revolver, to keep the invading robots off your lawn.

Exciting Title (2018)

A platformer that offers players with the choice of left or right to flex their brain or brawn. Heading left will initiate puzzling challenges, while right gives tough platforming experience.

Cloning Waves (2017)

A puzzle game where you must navigate your ship through space. You must make it to the cake using a limited number of flight paths.

Wizard Run (2016)

An endless runner game with procedurally generated levels. Collect gems to activate your powers as you navigate a cave of spikes and spiders.

We Did Game (2015)

A maze game designed to have simple mechanics. Navigate corridors as you dodge cannon fire and find keys to unlock your way to the goal.

HOBBIES

- ❖ Rubik's Cubes and Other Puzzles
- ❖ Audiobooks and Podcasts
- ❖ Magic: the Gathering

STEPHEN LANE

Game Designer

Los Angeles, CA

EDUCATION

California Polytechnic State University, San Luis Obispo

B.S. Mathematics, September 2019
Concentration in Pure Mathematics

California State Polytechnic University, Pomona

September 2019 - Present
Mathematics Teaching Credential Candidate

WORK EXPERIENCE

Mathnasium of Foothill Ranch

Online Instructor (March 2020 – Present)

Center Director (August 2016 – August 2018)

- ❖ Promoted to Center Director after 6 months as an instructor
- ❖ Ran all day-to-day operations at this math learning center, as well as tutored students in grades 1-12
- ❖ Required strong time-management and self-motivation since there was no management overseeing me
- ❖ Provided constructive feedback about students to their parents during parent conferences
- ❖ Worked to maintain a positive energy among staff and students
- ❖ Held one of the highest student retention rates when compared to other Mathnasium centers in the area

GAME EXPERIENCE

- ❖ 5 years of Unity game engine experience, with 5 personal projects
- ❖ Top 100 in WotC's The Great Designer Search 3
- ❖ 19 years playing Magic: the Gathering, with 11 years competitively and 6 years as a Level 1 Judge
- ❖ Knowledge of Magic formats, having competed in day two of Grand Prix events across Limited, Legacy, Modern, and Standard
- ❖ Familiarity with digital TCG mechanics: Magic Online, Magic Arena, Eternal, SkyWeaver, Hearthstone, and Legends of Runeterra

ADDITIONAL SKILLS

- ❖ Adept with Microsoft Office suite: Word, PowerPoint, and Excel
- ❖ Math background giving expertise in critical and creative thinking
- ❖ Team-focused with a passion for collaboration and iteration
- ❖ Flexible and can work well under pressure to meet deadlines
- ❖ Strong written and verbal communicator
- ❖ Educator who is constantly seeking new knowledge