Lance Harrington

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Summary

Simulation and Game Design student with experience working in teams, strong programming skills in C#, and adapting to changing business needs. A fast learner with many technical skills developed across many years with the goal of becoming a gameplay programmer.

Education

BACHELOR OF SCIENCE | PROJECTED 2025 | UNIVERSITY OF BALTIMORE

- Major: **Simulation and Game Design**
- Specialization: **Coding and Development**
- Minor: **Mobile Application Development**

Skills & Abilities

TECHNICAL

- Programming –C#, GD Script, Lua, C++, Java
- Game Engines – Unity, Godot
- Software Experience – Various Unity Versions, Godot, Blender, GitHub, Microsoft Office, Google Docs/Slides/Sheets, Visual Studios, Windows

COMMUNICATION

- Communicated design and programming concepts across several projects during my time at University of Baltimore.
- Communicated with 100's of customers daily at Costo Wholesale as a cashier.

TEAM

- Worked in a team of two on multiple game development projects at the University of Baltimore across several semesters
- Worked in a team of 5 as a gameplay programmer at the University of Baltimore
- Worked in a team of 3 to complete a 10-day game jam event to build a game

Work Experience

FLOATER | COSTCO WHOLESALE | MAY 2007 – NOVEMBER 2024

- Provided customer services to hundreds of customers daily by processing their orders in a timely fashion as part of a team
- Within a team completed food production daily plans for customers