

Lance D. Krasniqi

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Hello!

Name	Lance 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 VORMGEVEN (GAME DESIGN)	GRAFISCH LYCEUM ROTTERDAM
2012-2016 HBO GAME DESIGN & DEVELOPMENT	HOGESCHOOL VOOR KUNSTEN UTRECHT
2016-2018 CUR PEDAGOGISCH DIDACTISCH GETUIGSCHRIFT	HOGESCHOOL UTRECHT
2017 UNITY CERTIFIED DEVELOPER	UNITY TECHNOLOGIES

Awards & Nominations

YEAR	TITLE	LOCATION
2015	<i>2nd Place Indievelopment Audience Award</i>	Utrecht, Netherlands
2015	<i>2nd Place Indievelopment Student Award</i>	Utrecht, Netherlands
2015	<i>Winner INDIGO Award</i>	Utrecht, Netherlands
2016	<i>Winner Central European Game Conference Award</i>	Vienna, Austria

2016	<i>Winner Dutch Game Awards – Best Student Art Direction</i>	Utrecht, Netherlands
2016	<i>Unity Awards 2016 Nominations: Golden Globe, Best Student Game</i>	Los Angeles, USA

Skills & Abilities

DESIGN & ART

	GOOD	INTERMEDIATE	EXPERT
Adobe Suite (all software)			X
Autodesk Maya		X	
Autodesk 3DS MAX		X	
Pixel art			X

DEVELOPMENT

	GOOD	INTERMEDIATE	EXPERT
Unity 3D (any version)			X
Unity 2D (any version)			X
Unreal Engine 4	X		
XNA / MonoGame			X
Construct		X	

	GOOD	INTERMEDIATE	EXPERT
Java		X	
C#			X
PHP / JavaScript / jQuery		X	
HTML / CSS			X

SPECIALIZED SOFTWARE

	GOOD	INTERMEDIATE	EXPERT
Version Control (Git, SVN, Mercury)			X
Android Studio (any version)	X		
Visual Studio 2013 and newer			X
Office et al.			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.