

# Lucas Charland

Game Designer

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## Relevant Work Experience

Level Design Consultant at [Frame Interactive](#) - Unannounced project (11/2022-12/2022)

- Defined level design principles based on existing and soon to be implemented mechanics
- Delivered digital, and paper level drafts to inform future level design decisions

Level Designer at [Frame Interactive](#) - [Headmaster: The Lost Lessons](#) DLC (11/2019-12/2019)

- Swiftly studied and deeply understood pre-existing design principles of the game
  - Learned intricacies of an existing Unity project and custom tools to design, build, and iterate on 2 original levels
  - Provided meaningful and constructive feedback to other level designers on the project
  - Integrated quickly and effectively into the team's methodologies and practices
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## Education

[Champlain College](#) (Burlington, VT) - Graduated May 2018

### Bachelor of Science Degree in Game Design

- Specialty in Level Design
  - Member of Champlain College's QA Lab for 4 years
  - [Studied Abroad at Champlain College, Montreal, QC, Fall 2016](#)
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## Skills

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|---------------------|---------------------|-------------------|
| • C# Unity          | • Level Design      | • Illustrator     |
| • Photoshop         | • UI/UX Design      | • Visual Studio   |
| • Agile-Scrum Prod. | • Quality Assurance | • Game Feel       |
| • Documentation     | • Unreal Engine 4   | • Version Control |
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## Independent Work

[Planet Snatchers](#) | Team Size: 4

Lead Designer / Level Designer

- [Awarded RPI Student GameFest 2017 2nd place](#)
- Summary: A 3D platforming racing game designed for casual and hardcore enjoyers of classic 3D platforms
- Tools: Unity 3D, C#, Visual Studio, Maya, Photoshop, Redmine

[Frog Snatchers](#) | Team Size: 6

Lead Designer / Level Designer / UI Designer / Narrative Designer

- Summary: A light-hearted metroidvania for both veterans and newcomers of the genre
- Tools: Unity2D, C#, Visual Studio, Illustrator, Photoshop, Redmine