Lucas Tormin
Game Designer

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Goal

To be a part of a team that strives to create video games that exhale passion and creativity, ever improving our player's experiences while seeking growth as a designer.

Technical Skills

- ❖ **DESIGN –** Game Design | Rapid Prototyping | Combat Design | Scripting | Level Design | Documentation | Game Balancing | Playtest Conducting and Iteration | Data Driven Design | Agile methodology.
- ❖ **ENGINES & PROGRAMMING -** Unity | C# | Unreal Engine 4 | Visual Scripting – Blueprint | Rapid Prototyping.
- ❖ **SOFTWARE –** Google & Microsoft Office | Asana | Confluence | Github | Tortoise SVN | Photoshop | Miro.

Experience

- ❖ **GAME DESIGNER | EMERALD CITY GAMES | STAR TREK – LEGENDS: PC PORT | OCTOBER 2023 – TODAY**
  - 15+ person team | PC port from a released mobile game | PvP & PvE Turn-based RPG | 3D PC Unity game.
  - Redesigned multiple features from an existing mobile title to better fit the PC target audience.
  - Overhauled the game's tutorial, improving the game flow while still teaching the fundamentals to the player.
  - Balanced multiple sections of the game's economy.
  - Worked together with art, programming and narrative teams to implement DLC episodes.
  - Tuned and designed new features for the Survival mode of the game, which is an endless battle mode.
  - Created documentation for multiple features.
- ❖ **GAME & LEVEL DESIGNER | EMERALD CITY GAMES | TOMB RAIDER - RELOADED | JUNE 2023 – OCTOBER 2023**
  - 15+ person team | Top-down roguelike shooter | 3D Mobile Unity game.
  - Designed and balanced: 40+ stages, 2 boss units, 8 enemy units, 3 unlockable player abilities.
  - Balanced economy & drop rates.
  - Created documentation for levels and enemies.
- ❖ **GAME & LEVEL DESIGNER | VANCOUVER FILM SCHOOL | DAD TO THE BONE | NOVEMBER 2022 – APRIL 2023**
  - 5+ person team with 15+ collaborators | 2 players co-op horde-slaying game | 3D PC Unity game.
  - Rapid prototyping of main gameplay features.
  - Designed, scripted and balanced the combat system, player ability progression system, levels and encounters.
  - Organized playtests, feedback analysis and iteration.
- ❖ **DESIGNER & PROGRAMMER | VANCOUVER FILM SCHOOL | BOMBERANGERS | AUGUST 2022 – OCTOBER 2022**
  - 4-person team | PvP Arena game for 2-4 players | 3D PC Unity game.
  - Designed, prototyped and implemented key gameplay elements and features.
  - Gameplay tuning and content implementation.
  - Sole programmer of the project.
  - Organized playtests, feedback analysis and iteration.
- ❖ **CREATOR | VANCOUVER FILM SCHOOL | SHORT ON: AFFECTION | AUGUST 2022 – SEPTEMBER 2022**
  - Solo project | Designed & built a story driven hack-n-slash inspired by movie & film shorts | 2D PC Unity game.
  - Created code and documentation.
  - Designed and balanced a melee combat system, 1 large level with 4 themed areas, 4 enemies and 2 bosses.
  - Outsourced audio and art assets, adjustments made where needed.
  - Organized playtests, feedback analysis and iteration.
- ❖ **DESIGNER | VANCOUVER FILM SCHOOL | EYES FOR AN EYE | MAY 2022 –JUNE 2022**
  - 3-person team | Designed a 2 vs 1 card-based combat game | Board game.
  - Wrote the game's rulebook, conducted user research analysis and iteration.
  - Balanced over 35 card abilities to provide fair matches within the 2 vs 1 mold.
  - Organized playtests, feedback analysis and iteration.
- ❖ **CREATOR | THE GOLDEN BOW | AUGUST 2018 – DECEMBER 2021**
  - Solo project | Designed a sidescroller hardcore platformer | 2D PC Unity game.
  - Created all game assets, code and documentation, except for some soundtracks.
  - Designed and balanced: 12+ enemies, 6+ levels, 3 bosses, ability system with passive & active abilities.
  - Organized playtests, feedback analysis and iteration.
- ❖ **ADDITIONAL SOLO PROJECTS**
  - "The Oldbreak", a pixel art mobile sidescroller | "Arc-Hades", a retro arcade PC experience.

Education

- ❖ **GAME DESIGN DIPLOMA | VANCOUVER FILM SCHOOL | MAY 2022 – APRIL 2023**
  - Learned industry standards from masters of Game Design, Level Design, Programming and Game Art.
  - Graduated with honors.
- ❖ **BACHELOR OF MEDICINE| FIP-MOC | JAN 2015 –DEC 2020**
  - Graduated in medicine and worked as a family doctor.
  - My free time was spent learning game development and became so passionate about it that I changed careers.
  - Transferrable skills include: Clear & concise communication, conflict-solving, stability under pressure, writing & organizational skills, problem solving strategy that focus on treating the root cause of issues, rather than just its symptoms.

Passions

I enjoy going to game jams, randomly trying new games with an open mind and learning new things! Grew up playing games, a hobby that inspired me and that I actively engage on to this day. Video games aside, I love nature, mountain biking, astronomy, board games, cooking, playing the saxophone, watching anime and mind-blowing movies.