

# Nicholas Lane – Game Programmer

Generalist / Gameplay / AI



Bio: Hello, my name is Nicholas Lane a Game's Programming student currently attending Falmouth University. My expertise is as a generalist and gameplay programmer and have recently branched out into AI programming. I have a fair few hobbies' which include gaming, reading and making models (air fix, Warhammer, etc) which has evolved into making dioramas. I have spent 5 years working in game development teams within education and am always interested in learning new skills.

## Main Projects:



2020 - <https://zynthful.itch.io/bone-rush>

Gameplay Programmer



2020 to 2021 - <https://samclaydon.itch.io/twin-flames>

Gameplay Programmer

UI Programmer

Arcane Survival Game (In Development): 2021 to 2022

AI Programmer

Gameplay Programmer

## Game Engines:

Unreal – 4 years

Unity – 2 years

## Programming Languages:

Python – 2 years

C# - 2 years

Blueprint – 4 years



## Other Skills:

Writing – While I have had input on the story in projects I have worked on, I have also run a successful Dungeons and Dragons campaign which lasted for 1 year (2018 to 2019) and was a regular Dungeon master for the tabletop gaming society in 2019.

Design – I have also had input on design elements on all projects, both my courses at College and University have had a focus on teaching design philosophies such as flow.

## Education:

South Gloucestershire and Stroud Collage – UAL  
Level 3 Diploma in Creative Media Production  
and Technology

Falmouth University - BA(Hons) Game  
Development: Programming

## Contact Details:

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## Also find me here:

GitHub - <https://github.com/Lichdom224>

Itch - <https://lord-224.itch.io>

Website - <https://lord224.wixsite.com/nicholaslane>