

# Lansingh (Lance) Freeman

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## EDUCATION

### Champlain College

Bachelor's Game Programming Major and Mathematics Minor  
Champlain College Dean's List

Graduated May 2021  
*magna cum laude*  
GPA 3.75

## EXPERIENCE

### Aurum - *Contract Unreal Developer*

Remote

Create simulated 3D maps to train AI models.

Dec 2024 – Present

### Black Flannel Distilling Company - *Distillery Apprentice*

Essex, VT

Learned the basics of distilling, including fermentation, distilling, and bottling.

February 2024 – July 2024

### SCORCH : *Accidentally Games* - *Lead Programmer*

SCORCH : *Accidentally Games* - *Systems and Graphics Programmer*

Burlington, VT & Remote

SCORCH is a Stealth First Person Shooter title set in a film noir setting, currently available on Steam.

As Lead Programmer, commanded a team of programmers, oversaw and worked on gameplay systems development, ran Agile meetings, assigned coding tasks, reviewed code, coordinated with design, production and art teams.. Code contributions included developing the shader and programming the core gun systems.

Jan 2021 – May 2021

Sept 2020 – Dec 2020

### Disencarnate : *Rats with Hats* - *AI and Gameplay Game Programmer*

Burlington, VT & Remote

Disencarnate is a VR title which was focused around a coven of witches looking to resurrect their matron. Responsible for AI development, primarily newt AI. Worked on parts of the gameplay systems. Performed VR testing.

Feb 2020 – May 2020

### Champlain Game Academy, Burlington, VT

Developed a game as lead programmer in a team environment. Used Visual Studio to code in C# for Unity. Created 3D objects using ZBrush. Learned the basics of Unity.

July 2017

### LPA Design (PocketWizard) - *Grad Challenge Internship*

South Burlington, VT

Learned SolidWorks and 3-D modeling techniques. Designed and 3-D printed a chess set on an Ultimaker 2.

June 2016 – Aug 2016

## SKILLS

**PRIMARY DEVELOPMENT LANGUAGES** – C++, C#

**OTHER DEVELOPMENT LANGUAGES** – Kotlin, Go, WebGL, Java, Javascript, HTML

**TOOLS** – Unity, Unreal Engine, Visual Studio, Github, Git Bash, IntelliJ, Android Studio, SolidWorks, Inkscape, Krita, Shadertoy, KickJS, ZBrush, Photoshop, Cura, Redmine