

James Lane | Curriculum Vitae | June 2008

Date of Birth: October 1972
Nationality: British
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Employment History

Employer: Sony Computer Entertainment, London Studio

Position: Level/Systems Designer March 2006 – Present
During the last two years at Sony I have worked on two PS3 titles, Getaway 3 and Eight Days. My primary role is as a environment / track designer and scripter but have also spent some time working with the systems team creating core game play for the two titles.

Employer: Kuju Entertainment, Godalming, Surrey.

Position: Lead Designer /Designer March 2005 – March 2006
Initially employed as a game play designer and scripter for the studio's City of the Dead title, I then moved onto Dark Messiah where I was responsible for the supervision of the level design team and the creation of five large multiplayer environments for the online multiplayer component of the game.

Employer: Climax Fareham/Climax Action, Portsmouth.

Position: Designer April 2001 – March 2005
Employed as a trainee designer after showing personal work created for the Counter-Strike mod scene, I passed my probation and was offered a full time position within three months. Whilst at Climax I worked on a variety of different titles and ports including two from the earliest stages of pitching and pre-production through to final release candidate.

Gameography

Eight Days | SCEE | PS3 | 3rd Person Driving / Action

Level/Systems Designer – Responsible for level and track design from first concepts through to fully functional grey box prototypes using Maya and Java. I was also responsible for a variety of system designs including, AI, weapons, dynamic cover, environmental interaction and HUD components. (Currently in development)

Getaway 3 | SCEE | PS3 | 3rd Person

Designer – I worked on Getaway for six months helping to develop game scenarios and rapidly develop these into grey box prototypes using Maya and Java. (Currently in development)

Dark Messiah of Might and Magic | Ubisoft | PC | Multiplayer Online

Lead Level Designer – Dark Messiah is an online RPG action title running via the Steam Network. On this project I was responsible for the design and construction of five large and interlinked multiplayer online levels using Valve's Source engine and toolset.

George A. Romero's City of the Dead | Hip | PS2/X-Box/PC | Arcade FPS

Designer – My first project at Kuju's Godalming Studio. I was employed to design and implement game play within the existing framework of the game using 3DS Max and a bespoke toolset. (Currently unreleased)

Nicktoons Unite! | THQ | Nintendo DS | Platform / Puzzle Game

Initially the sole Designer on Nicktoons, I wrote the system design specifications for the game. As the project developed I moved into the role of level designer, creating game play specs and layouts in Photoshop for the game.

The Powerbabe Game | Pinkfloor/SCEE | PS2 | Lifestyle/Career Game

Designer – Powerbabe was a lifestyle game aimed at girls. My brief was to create a full game design in collaboration with the IP holders, alongside a vertical slice demo showing off two core mechanics. (Currently unreleased)

Serious Sam | Rockstar/Take2 | PS2 | FPS Online Multiplayer

Lead Designer – After final submission of the Game Cube version of Serious Sam I was asked to work as lead designer on a PS2 port and online conversion of the same title. My duties were; optimisation of all game levels for the PS2 platform, design and construction of eight new online multiplayer levels and the design and implementation of a PS2 online user interface via Gamespy.

Serious Sam | Rockstar/Take2 | Game Cube | First Person Shooter

Level/System Designer – Serious Sam was a new console only conversion/port of the PC title of the same name. I was involved in the project from the first stages of pre-production to final submission. My responsibilities were initially system and level design followed up by construction of the levels in the Serious Engine's world editor. Later responsibilities included enemy scripting, gameplay balance, bug fixing and TRC compliance.

Sarge's Heroes 3 | 3DO | PS2 | 3rd Person Action Platformer

Designer – Item and monster placement, level designs initially produced in Photoshop and then for grey box demo in 3DS Max.

Skills and Experience

Core Design

- Seven years experience working in game development.
- Experience writing full, detailed game design and system documentation for distribution to development teams.
- Experience in redesigning and porting PC titles to console formats.
- Designing and building environments from initial idea generation and visualisation through paper design, grey box and on to final version.
- In depth experience of many different custom 3D world editor packages including; Hammer, Serious Editor & Radiant.
- Game and event scripting using Java and bespoke script.
- Experience with common design tools: Word, Photoshop, Maya 3D Studio Max.
- Experience with Perforce, AlienBrain, and SVN and source control systems.

Computer Related

- Experience with Windows Operating Systems.
- Long term experience of website design, development and administration.
- Experience of HTML, PHP, my SQL, PHP my admin, PHPBB and a variety of CMS packages (inc. PHP nuke, PHP Fusion).
- Experience of remote server setup, operation and administration via SSH, VNC & FTP.
- Wide practical experience of running online game servers including: Call of Duty, Half-Life 1&2, Quake, Serious Sam, Counter-Strike, Dark Messiah, Farcry, TFC, Giants & Painkiller.
- Ten years experience of custom building, repairing and modding my own PCs

Other Interests

- I am a hobbyist Musician, and write electronic music in my spare time using Reason, Ableton, and Soundforge.
- I have been an avid record collector for many years and have DJ'd and promoted a variety of events over the last 15 years.
- I also play the Guitar, enjoy reading and am accomplished juggler.