

JOSHUA LANHAM

NARRATIVE AND GAME DESIGNER

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Dedicated designer and writer who will stop at nothing to make colleagues and clients smile and laugh. Always exploring different avenues of art and media to push boundaries and bring an innovative edge to any project.

RELEVANT WORK EXPERIENCE

Narrative Designer/Writer · Cup O' Joe Studios **December 2018 - Present**

Team Size: 13

- Sole writer on upcoming PC and console title.
- Creating content designed to appeal to all ages.
- Collaborating with fellow designers on set pieces/boss battles.

Owner/Lead Designer · Walking Party Apparel **April 2018 - Present**

Team Size: 1

- Started a streetwear brand between semesters.
- Released two shirts already with more designs in development.
- Researching NFC-enabled smart clothing for future releases.

Level/Narrative Designer · Pocket Dimension Games **April 2018 - February 2019**

Team Size: 5

- Sole writer and level designer on upcoming PC title.
- Took on leadership role to solve inter-company disputes.
- Ran our most successful social media account through Instagram.

Narrative/Game Design Intern · Norsfell **September 2017 - December 2017**

Team Size: 11

- Writer and Narrative designer for two separate games.
- Crafted lore, character backstories, and dialogue for recently-released mobile title.
- Worked on world-building and lore for upcoming PC title.

EDUCATION

Bachelor of Science in Game Design · Champlain College **Graduation: May 2019**

- Studying my passion in a collaborative environment.
- Taking courses in coding for various languages, art, level design, and narrative structure.
- Using spare credits to take classes for research into NFC chips as well as screenwriting.

RELEVANT SKILLS

Vast writing experience through scripts, short stories, creative writing, interviews, and stand-up comedy.

Proficient in Unity, Unreal, GameMaker, RPGMaker, Maya, and Gimp.

Foundational knowledge in C#, C++, Java, and PhotoShop.

Four years of QA experience as a developer and tester.

Comfortable using Scrum.