

Guy Vance

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Objective

I hope to develop fun, high-quality gaming experiences for people of all ages.

Education

Art Institute Online, Pittsburgh, PA (2009)
Bachelors of Game Art & Design (3.8 GPA)

L.H. Bates Vocational Technical College, Tacoma, WA (1989)
Associates of Architectural Engineering (3.9 GPA)

Skills

APPLICATIONS:

3ds Max
Adobe Applications (Photoshop, Flash, Premiere, Illustrator)
Microsoft Office (PowerPoint, Word, Excel)
Auto-Cad Drafting

GAME ENGINES:

Unreal Editor
Never Winter Nights (NWN)

GAME PROJECTS:

Lead Game Designer – ‘Zimri’s Golden Seal’ – NWN Team Module
Lead Producer – ‘Recall: Culture’ – Flash Team Module
BETA Tester – Aion *NC Soft
BETA Tester – City of Villians *NC Soft

Work Experience

Pizza Hut (Emerald City Pizza) Shift Manager (2006 – Present)
18810 Meridian Ave E, Graham, WA

Duties include supervision of crew, dispatch of drivers, nightly inventory and cash closure.

Jack Frost Company Design Engineer/Project Manager (1989 – 2003)
2112 S. 112th St, Tacoma, WA

Supervise and provide plans and permits for small commercial building projects - Required technical knowledge of Building Codes and County requirements for blueprints and creation of project documents for clients; including estimates, P&L statements traffic studies and proposals.