STEPHEN LANE

Technical Game Designer

Magic: the Gathering Judge and Top 94 in The Great Designer Search 3. Over 5 years of technical writing experience in the form of test and note creation. 6 projects created in Unity game engine, using C#. Eager to collaborate on rules and templating at Wizards of the Coast.

CONTACT

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SKILLS

Expert
- ❖ Magic Comprehensive Rules
- ❖ Magic Online
- ❖ Collaboration
- ❖ Critical Thinking
- ❖ Problem Solving
- ❖ Logic
- ❖ Communication
- ❖ Active Listening
- ❖ Adaptability

Advanced
- ❖ Unity Game Engine
- ❖ Magic Arena

Intermediate
- ❖ C#
- ❖ Java
- ❖ Python

GAME PROJECTS

Links to games are on my website

Oops, I Dropped My Keys (2021)
Virtual reality puzzle game

No Degens on The Property (2019)
First-person, 3D, tower defense game, designed as a VR concept

Exciting Title (2018)
Platformer that offers players a choice

Cloning Waves (2017)
Puzzle game with limited moves

Wizard Run (2016)
Procedurally generated endless runner

We Did Game (2015)
Maze game designed to have simple mechanics

HOBBIES

- ❖ Rubik's Cubes and Other Puzzles
- ❖ Audiobooks and Podcasts
- ❖ Learning Rules to New Games

PROFESSIONAL EXPERIENCE

San Marino High School
Mathematics Teacher *(August 2021 – Present)*
- ❖ Expert at mathematics technical writing, having written, edited, and formatted more than 50 tests and quizzes in this position
- ❖ Collaborate with 6 math department members to write and edit daily handouts for students to take notes and practice content
- ❖ Present technical math content to over 120 students in language that is easy to understand, answering questions as they arise
- ❖ Juggle 3 independent math courses simultaneously, managing lesson planning, student needs, and parental concerns

Mathnasium of Foothill Ranch
Online Instructor *(August 2018 – July 2021)*
Center Director *(February 2017 – August 2018)*
Instructor *(August 2016 – February 2017)*
- ❖ Wrote 5-10 practice tests a week tailored to individual students
- ❖ Led a team of 5, running all day-to-day operations at this math learning center for students in grades 1-12
- ❖ Collaborated with staff to maintain a positive and engaging environment that feeds students' appetite for knowledge
- ❖ Conducted parent conferences, requiring strong communication and deep understanding of people
- ❖ Held a monthly student retention rate of well over 90%, one of the highest for Mathnasium centers in Southern California
- ❖ More than doubled student enrollment from below 30 to above 60

GAME DESIGN EXPERIENCE

- ❖ Expert on Magic's Comprehensive Rules demonstrated by 6 years as a Level 1 Judge
- ❖ Advanced knowledge of game design shown with Top 94 placement in The Great Designer Search 3
- ❖ 6 years of Unity game engine, coding and writing rules for 6 games
- ❖ Passion for Magic rules and templates developed through 20 years playing Magic, with 12 years competitively
- ❖ Understanding of Magic formats, having competed in Day 2 of Grand Prix events across Limited, Legacy, Modern, and Standard
- ❖ Familiarity with Magic platforms including Magic Online and Arena

EDUCATION

California Polytechnic State University, San Luis Obispo
B.S. Mathematics, September 2019
Concentration in Pure Mathematics

California State Polytechnic University, Pomona
California Mathematics Teaching Credential, May 2021