Lochlan Shea Belford

Game Designer, Gameplay Programmer
lochlanbelford.com | lochlan.belford@gmail.com | (828) 280 2982 | Pittsburgh, PA

Education

Carnegie Mellon Entertainment Technology Center   August 2021-May 2023
- ❖ (Pursuing) Master of Entertainment Technology

University of North Carolina at Chapel Hill   August 2013- May 2017
- ❖ B.S. Computer Science and Dramatic Art

Game Projects

The Keys of Obliteration

Fall 2021—Building Virtual Worlds (ETC)—Unity, MIDI Keyboard and three displays
- ❖ 2-player competitive/cooperative game played on an 88-key MIDI keyboard
- ❖ Designed and implemented main gameplay mechanics and player input

ASTROBEAT

Fall 2021—Building Virtual Worlds (ETC)—Unity, Oculus Quest 2 w/ hand tracking
- ❖ Rhythm game using hand tracking to interface with virtual bongo drums
- ❖ Designed and implemented 3D user interface and main drum interaction

Soul Truth

Fall 2021—Building Virtual Worlds (ETC)—Unity, Oculus Quest 2 w/ P2P networking
- ❖ Asymmetrical 2-player cooperative story using peer-to-peer networking for two Quests
- ❖ Designed the player roles and main actions, did all network programming

Peking Opera Mask Painter

Fall 2021—Building Virtual Worlds (ETC)—Unity, Microsoft Hololens 2,
- ❖ Uses Hololens touch interaction to "fill paint" sections of a mask on a human face model.
- ❖ Implemented paint-on-touch detection and all UI for selecting color and mask sections

Light Up

Fall 2021—Building Virtual Worlds (ETC)—Unity, Oculus Quest 2
- ❖ Uses VR controller as a flashlight to solve environmental shadow puzzles.
- ❖ Designed main puzzle mechanic, implemented game management scripts

The New Student

Winter 2020/21—Personal Project—Game Maker Studio 2, Browser game
- ❖ 2D Game about meeting new friends from among 160 unique NPC students in a school.
- ❖ Solo developed as a self-teaching project—did all design, coding, and art

Work Experience

Software Engineer—Next Century Corporation—Annapolis Junction, MD

January 2018-February 2019
- ❖ Worked on Android (Java) port of 16 year old chemical database
- ❖ Developed JavaScript front end for a facial-recognition based employee check-in system

Web Developer—Thunder Mountain Media—Carrboro, NC

June 2016 -December 2016
- ❖ Designer/programmer of multiple websites which previewed upcoming documentaries