

Slyceth Lanza

Creative Media & Game Technologies Student

EDUCATION

Hanze University of Applied Sciences, Groningen, Netherlands · *Sept 2023 - Present*

Bachelor of Science, Creative Media & Game Technologies (CMGT)

Specialization: Game Design · Electives: Marketing, Narrative Design

- **Academic Performance:** Year 1: 60/60 ECTS completed · Year 2: 60/60 ECTS completed.
 - **Honours Programme:** Selected for advanced track for high-performing students
 - **Relevant Coursework:** Game Design Principles, Systems Design, User Research, Interactive Storytelling, AI in Games
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INTERNATIONAL EXPERIENCE

Strathmore University, Nairobi, Kenya · *Summer 2025*

Summer School: International Business & Social Enterprising

- Completed 6-week intensive program focused on entrepreneurship and social innovation in developing markets
- Developed social enterprise business plan converting recycled plastic into light poles for unsafe urban alleys
- Conducted field visits to 3 social-impact companies (sustainable cookware manufacturer (ecoa), ethical food producer, startup incubator)
- Discussed corruption challenges and next-generation entrepreneurship with Kenyan faculty
- Collaborated with international and local students on cross-cultural business case studies

European Game Industry Engagement · *2019 - Present*

- **Gamescom (Cologne, Germany):** Attended each year since 2019; engaged with industry professionals, studied emerging trends, networked with narrative designers from major studios including *Life is Strange* and *Insomniac Games* teams
 - **Dutch Game Garden (Utrecht):** Regular attendee at monthly café meetups since 2022; built professional network with indie developers, publishers, and studio founders
 - **Indigo Conference (Netherlands):** Attended each year since 2024; focused on interactive storytelling and AI in games
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PROFESSIONAL EXPERIENCE

Community Manager & Content Collaborator · 2025 - Present

ArmorStandR (Roblox Content Creator) · Remote

- Manages community engagement and moderation for growing Roblox creator channel
- Coordinate content planning based on audience feedback and community sentiment analysis
- Facilitate communication between creator and player base across Discord and social platforms

Content Creator & Level Designer - "Slyceth" · 2014 - 2021

Steam Workshop & YouTube Communities · Global

- Created featured Portal 2 workshop maps ("Highway Test Chamber," "Lost in Portal City") with 10K+ combined downloads
 - Designed Portal 2 custom maps and Friday Night Funkin' mods in collaboration with international teams
 - Managed community feedback across YouTube, Twitch, and Steam; iterated designs based on player responses
 - Gained experience in gathering feedback from players, prototyping through dozens of playtests, collaboration with international creators, and audience retention
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RELEVANT PROJECTS & ACHIEVEMENTS

Game Development Projects (Hanze University)

Interactive Theatre Experience - SPOT Groningen · 2025

- Partnered with professional theatre to design immersive interactive dinner experience for Norse Viking-themed show

- Created escape-room-style puzzles integrated between dinner courses; guests reconstructed narrative through prop placement
- Hand-crafted physical props and designed spatial puzzle mechanics for 20+ attendees

Global Game Jam Projects · 2024, 2025, 2026

- **2026 - "Open Bar, Closed Casket": 3rd Place in aesthetics** - Designed social deduction assassination game under 48-hour constraint; coordinated 5-person multidisciplinary team
- **2025 - "Lab Escape"**: Created point-and-click narrative game with environmental storytelling and interconnected puzzles
- **2024 - "This is Fire"**: Conducted primary research interview with professional firefighter; integrated real fire science (flashovers, fire types) into game mechanics

VR Border Inspector Simulation · 2024

- Designed VR game exploring ethical decision-making in immigration control
- Researched real border procedures; implemented branching narrative with moral consequences

Campus Exploration Board Game · 2023

- Created physical board game with casino aesthetic to encourage freshman campus exploration and social interaction
- Balanced mechanics for replayability; playtested with target demographic and iterated based on feedback

AI & TECHNICAL INNOVATION

Unity Multi-Agent AI Workflow · 2025 - Present

- Designed procedural content generation pipeline using multiple Claude Opus AI instances for game development
- Each agent specializes in different aspect (level design, narrative, balancing); reduced manual design time ~50%
- Researched Reinforcement Learning from Human Feedback (RLHF) to improve AI output quality

Home AI Assistant & IoT Integration · 2024 - Present

- Built custom voice-controlled home automation system integrating smart curtains, lights, and motion sensors

- Programmed natural language processing for contextual commands; implemented privacy-first local architecture

AI Research & "Dream Games" Concept

- Studied AI and procedural generation research from Taiwan, Hong Kong, China, and USA institutions (arXiv)
- Developing framework for LLM-powered personalized interactive learning environments
- Research focus: AI ethics, procedural narrative generation, adaptive educational game design

Hardware Projects

- Assembled and calibrated **Voron 2.4 3D printer** from components; gained mechanical and firmware expertise
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SKILLS

Game Design: Systems design, level design, puzzle design, narrative design, user research, playtesting, GDD authoring

AI & Development: Unity, Claude/Gemini AI workflows, procedural generation, basic Python/C# scripting, GitHub

Research Methods: User interviews, co-design workshops, qualitative analysis, participatory design

Technical: VR development, IoT/home automation, 3D printing, modding tools (Portal 2 SDK, FNF frameworks)

Soft Skills: Cross-cultural collaboration, project management, community management, public facilitation

Languages: Dutch, English

EXTRACURRICULAR ACTIVITIES

- **Tabletop Game Design:** Dungeon Master for AI-assisted D&D campaigns using Gemini; focus on procedural NPC generation and emergent storytelling
 - **Industry Networking:** Active participant in Dutch game development community through Dutch Game Garden meetups and national conferences
 - **Volunteer Work:** SPOT Groningen theatre partnership (interactive experience design for community events)
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REFERENCES

Available upon request