

Lucas Sánchez

Game Designer / Narrative Designer / Level Designer / Producer

<https://lucasp0326.github.io/>

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Lucas Sánchez is a Video Game Narrative Designer based out of Orlando, Florida known for his creative writing ability and telling rich stories in a video game medium. His focus is on creating interactive stories that involve players to the fullest, allowing them to become active participants in crafting a story unique to them. In his time working, he has published numerous games where he worked as narrative lead and in other leadership capacities, and continues now to hone his skills with the hopes of taking his skill deeper into the video game industry.

Education

2026

MA in Digital Media (Video Game Design)

University of Central Florida, 4.00

2024

BA in English (Creative Writing)

BA in Digital Media (Video Game Design)

University of Central Florida, 3.950 (Suma Cum Laude)

Works and Commission

Video Games

2026

The Come Up

Lucas Sanchez. 2026. The Come Up. Video Game.

<https://icarusalphabet.com/projects>

Pale Rider

Lucas Sanchez. 2026. Pale Rider. Video Game. (6 May 2026).

<https://lucasp0326.itch.io/pale-rider>

2025

Proportionate Response

Lucas Sanchez. 2025. Ambushed. Card Game. (25 October 2025).
<https://lucasp0326.itch.io/proportionate-response>

Ambushed

Lucas Sanchez. 2025. Ambushed. Card Game. (9 October 2025).
<https://steamcommunity.com/sharedfiles/filedetails/?id=3583922658>

Find Alex

Lucas Sanchez, Jasmine Darma, Ignacio Vergara et al. 2025. Find Alex. Alternate Reality Game. (30 April 2025). <https://findalex.netlify.app/>

A Ride Through the Pale

Lucas Sanchez. 2025. Video Game. (18 February 2025).
<https://lucasp0326.itch.io/a-ride-through-the-pale>

2024

Storm the Castle

Lucas Sanchez. 2024. Storm The Castle. Video Game Experiment. (26 November 2024). https://editor.p5js.org/LucasP0326/sketches/5b_DbKQiN

The Clock is Ticking

Lucas Sanchez. 2024. The Clock is Ticking. Visual Novel. (17 November 2024).
<https://lucasp0326.itch.io/the-clock-is-ticking>

UCF Interactive Tour

Lucas Sanchez. 2024. UCF Interactive Tour. Video Game. (12 November 2024).
<https://editor.p5js.org/LucasP0326/sketches/3f3zOrOpl>

Ghost Moon High Noon

Lucas Sanchez, Holly Buonocore, Lolita Kuznietsova et al. 2024. Ghost Moon High Noon. Video Game. (14 May 2024).
https://store.steampowered.com/app/2936420/Ghost_Moon_High_Noon/

HighRoller's Heaven

Lucas Sanchez, Emmanuel Cortes, James Draper et al. 2024. Highroller's Heaven. Video Game. (6 May 2024). <https://speedofmaximus.itch.io/high-rollers-heaven>

2023

Witch Escape Room

Lucas Sanchez, Jasmine Darman, Lolita Kuznietsova et al. 2023. Witch Escape Room. VR Video Game. (4 December 2023). <https://github.com/UCF-GaiM/f23-seven>

Marees De La Seine

Lucas Sanchez, Caroline Morian, Lolita Kuznietsova et al. 2023. Marees De La Seine. Video Game. (23 July 2023). <https://chandlercrum.itch.io/marees-de-la-seine>

White Flame

Lucas Sanchez. 2023. White Flame. Video Game. (23 April 2023). <https://lucasp0326.github.io/Projects6.html>

Ceraebru

Lucas Sanchez, Anniken Berit Stormer Bergos et al. 2023. Ceraebru. Video Game. (18 April 2023). <https://gas-lantern-games.itch.io/ceraebru>

2022

Nameless City

Lucas Sanchez, Caroline Morian, Lolita Kuznietsova et al. 2022. Board Game. (30 November 2022). <https://steamcommunity.com/sharedfiles/filedetails/?id=2895581221>

Road 96: The Board Game

Lucas Sanchez, Caroline Morian, Lolita Kuznietsova et al. 2022. Board Game. (17 October 2022). <https://steamcommunity.com/sharedfiles/filedetails/?id=2876515029>

Leviathan Visual Novel

Lucas Sanchez. 2022. Visual Novel. (5 March 2022). <https://lucasp0326.itch.io/leviathan-visual-novel>

2021

All Quiet on the Western Front Interactive Fiction

Lucas Sanchez. 2021. Interactive Fiction Game. (3 May 2021). <https://lucasp0326.itch.io/all-quiet-on-the-western-front>

Video Game Design Docs

2025

Exiles of Solavire

Lucas Sanchez. 2025. TTRPG Player's Handbook. (4 January 2025).
<https://lucasp0326.github.io/ExilesOfSolavire.html>

2024

Red Horizon

Lucas Sanchez. 2024. Game Design Document. (17 January 2024).
<https://lucasp0326.github.io/RedHorizon.html>

2023

Fallout New Phoenix

Lucas Sanchez. 2023. TTRPG Player's Handbook. (23 July 2024).
<https://lucasp0326.github.io/NewPhoenix.html>

Written Works

2024

Pale Rider: Comic

Lucas Sanchez. 2024. Comic. (14 November 2024).
<https://lucasp0326.github.io/Downloads/Pale%20Rider.pdf>

Pale Rider: Short Story

Lucas Sanchez. 2024. Short Story. (9 October 2024).
<https://lucasp0326.github.io/Downloads/Pale%20Rider%20Short%20Story.pdf>

Spin The Story

Lucas Sanchez. 2024. Audio Drama. (6 January 2024).
<https://www.headfone.co.in/channel/spin-the-story/?language=14>

Spirit in the Sky

Lucas Sanchez. 2024. Short Story. (6 July 2024).
<https://lucasp0326.github.io/Downloads/Spirit%20in%20the%20Sky.pdf>

Only the Dead

Lucas Sanchez. 2024. Short Story. (25 February 2024).
<https://lucasp0326.github.io/Downloads/Only%20the%20Dead.pdf>

2023

I Forgot

Lucas Sanchez. 2023. I Forgot. 2023 Writer's Unknights Anthology. University of Central Florida, Florida. <https://lucasp0326.github.io/Downloads/I%20Forgot.pdf>

Takbir

Lucas Sanchez. 2023. Short Story. Takbir. (20 March 2023).
<https://lucasp0326.github.io/Downloads/Takbir.pdf>

Professional

Lucas Sanchez. 2023. Short Story. Professional. (11 February 2023).
<https://lucasp0326.github.io/Downloads/Professional.pdf>

2022

Her Dream

Lucas Sanchez. 2022. Short Story. Her Dream. (23 September 2023).
<https://lucasp0326.github.io/Downloads/Her%20Dream.pdf>

White Flames: Book 1: Survival

Lucas Sanchez. 2022. Novel. Survival. White Flame. (16 September 2022).
<https://archiveofourown.org/works/33578422>

Work Experience

2025-

Narrative Lead/Programmer, Icarus Development. May 2025-Present

Working as narrative lead on mobile game "The Come Up," coordinating the direction of the story, character creation, and setting up tech to enable story branching and progression.

2025

Producer/Narrative Designer/Puzzle Designer, Draconis Squamae. January 2025-May 2025

Worked as producer on Alternate Reality Game (ARG) "Find Alex," dictating scope, setting up tasks, coordinating team cohesion, running team meetings, and ensuring the completion of all deliverables on a tight timeframe. Also actively worked with puzzle and design teams on setting up the story and the game's numerous puzzles.

2024-

Graduate Teacher Associate, University of Central Florida. August 2024-Present

Working as a Graduate Teacher Associate as an instructor and lab technician, overseeing the equipment and operations of the UCF makerspace, and regularly am called on to assist undergraduate students with projects and activities.

2024

Producer/Narrative Designer/Programmer, Wicked Hand. January 2024-May 2024

Worked as producer on the mobile card game, “HighRoller’s Heaven,” dictating scope, setting up tasks, coordinating team cohesion, running team meetings, and ensuring the completion of all deliverables on a tight timeframe. Additionally worked as Narrative Designer and Programmer, coordinating the flow of the story while also implementing essential mechanics such as the functioning of both a poker-like and blackjack-like game.

2023-2024

Producer/Level Designer/Narrative Designer/Programmer, Eerie Trails Productions. August 2023-May 2024.

Over the course of a year-long production cycle, worked as Producer of action-adventure game *Ghost Moon High Noon*, coordinating team cohesion, running team meetings, and ensuring the completion of all deliverables on a tight timeframe. I additionally took on additional responsibilities such as level design, programming such as for enemy AI, and narrative design too, guiding along the story of the game.

2023

Creative Director/Programmer/Level Designer, Gas Lantern Studios. January 2023-May 2023.

Worked as the Creative Director for the game, *Ceraebru*, a third person horror cyberpunk game. In this time, I guided the game’s image in terms of look and feel, its story, and guided along its execution both from a leadership position as well as hands on, designing levels, and programming such mechanics as special abilities, cutscenes, scripted events, etc.

2022-2023

Scriptwriter, Headfone.co.in. September 2022-April 2023.

Worked as a contracted scriptwriter for Headfone, an audio drama company. In this time, I consulted with producers and management in producing a script for an audio drama, and remaining part of the process from conception to casting.

Game Designer/Narrative Designer, Avenue 69. August 2022-July 2023.

Worked as a game designer on 2 board game projects, “The Nameless City” and a board game variant of the video game, *Road 96*, responsible for conceptualizing game mechanics and writing narrative content. Additionally worked as a game and narrative designer on a game jam project titled “La Maree De La Seine,” following a survivor of the Great Terror during the French Revolution.

2022-

Tutor, Varsity Tutors. March 2022-Present

Working as a tutor for the company Varsity Tutors, primarily assisting students with creative writing, essay writing, and language arts between elementary school up until doctorate school. Primarily work on extended contracts with individuals and schools where I am assigned to teach small classes.

2020-2022

Tutor, Tutor.com. August 2020-January 2022

Worked as a tutor for Tutor.com, working as an instant tutor and connected with students between elementary school and doctorate programs.

2020-2022

Senior Mentor, WriteAway.org. June 2020-March 2022.

Worked as a senior mentor with the nonprofit organization, WriteAway, creating digital literacy curriculum tested on and provided to schools in the Philadelphia, Pennsylvania areas.

2020

Retail Assistant, McDonalds. June 2020-July 2020.

Worked as a retail assistant at a local McDonald’s as a summer job, working at the cashier at taking orders both in person, online, and at the drive-through, as well as assisting in restocking and cleanup.

Teaching Experience

Workshops

2026

University of Central Florida, Downtown Campus, Florida. Games and Interactive Media.

2025

University of Central Florida, Downtown Campus, Florida. Games and Interactive Media. Casual Game Production.

College Courses

2024

University of Central Florida, Downtown Campus, Florida. Games and Interactive Media. Introduction to Game Art.

University of Central Florida, Downtown Campus, Florida. Games and Interactive Media. Introduction to Digital Media.

Workshops

2025-2026

Studio Project, University of Central Florida. 32-Week Digital Media Workshop.

2024

Casual Game Production, University of Central Florida. 16-Week Game Design Workshop

2023-2024

Game Design Workshop, University of Central Florida. 32-Week Game Design Workshop

2023

Game Writing Workshop, University of Central Florida. 16-Week Narrative Design Workshop

Advanced Scriptwriting Workshop, University of Central Florida, 16-Week Scriptwriting Workshop

Game Production, University of Central Florida. 16-Week Game Design Workshop

Advanced Fiction Writing Workshop, University of Central Florida, 16-Week Fiction Writing Workshop

2022

Scriptwriting Workshop, University of Central Florida, 16-Week Scriptwriting Workshop

Fiction Writing Workshop, University of Central Florida, 16-Week Fiction Writing Workshop

Certifications

Professional SCRUM Master 1

G Suite Certification

MS Office Certification

Skills

Expertise

Artistry

- Creative Writing
- Level Design
- Game Scripting

Software

- Unity
- Unreal Engine
- Final Draft
- Inky
- Microsoft Office
- Google Suite

Programming Languages

- C#
- C
- HTML
- JavaScript

Language

- English
- Spanish

Advanced

Artistry

- Digital Drawing
- Sound Design
- 3D Modeling

Software

- Maya
- Blender
- Substance Painter

Programming Languages

- C++
- Python