

Eliot Carney-Seim

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Published	Producer, Publisher, & Designer, <i>DETHRONED: Tabletop Card Game</i> <i>2014 - 2016</i> <ul style="list-style-type: none">• Designed, produced, and managed a successful Kickstarter campaign• Broke 200%+ of target goal of \$8,200 and fulfilled 849 orders on-schedule• Sold 1600+ decks internationally, cont'd sales on BoardGameGeek.com
	Programmer, Publisher & Designer, <i>Sunset Brawlers: Mobile App</i> <i>2016 - Current</i> <ul style="list-style-type: none">• Designed and implemented with Unity (C#) ground-up for cross-platform mobile• Built a reliable online multiplayer system based Unity's Photon Networking• Implemented a one-of-a-kind control scheme for native mobile support

Experience	Software Engineer - Game Developer <i>Bamn Studios, LLC</i> <i>October 2016 - Current</i> <ul style="list-style-type: none">• Co-designed UI & developed parallel GUI-independent backend code <i>Baltimore, MD</i>• Refactored and updated architecture for custom game engine in Unity3D
	Software Engineer - Lead Game Developer <i>Legends of Learning, LLC</i> <i>November 2016 - May 2017</i> <ul style="list-style-type: none">• Developed WebGL games in Unity w/ platform API Support <i>Baltimore, MD</i>• Lead small teams of artists, musicians, coders to create unique educational game mechanics.
	Technical Consultant & QA Lead <i>Legends of Learning, LLC</i> <i>November 2016 - June 2017</i> <ul style="list-style-type: none">• Co-wrote team guidelines & standardized testing script for 300+ clients <i>Baltimore, MD</i>• Compiled & tested standard qualifications for 100+ games

Honors	Nominated Indie Video Game of The Year - <i>Technical.ly</i> , <i>Sunset Brawlers</i> (2016) "Project We Love" - <i>Kickstarter.com</i> , <i>DETHRONED</i> (2016) Frontpage Featured - <i>Kickstarter.com</i> , <i>DETHRONED</i> (2016) President - <i>Game Developers Club for Professional Development</i> (2014 – 2016)
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Events	<i>First National White House Game Jam (2014)</i> - Character Controller Programming Smithsonian of American Art's Indie Arcade (2015) - Showcasing <i>DETHRONED</i> Global Game Jam (2013 - 2017) - Multi-Player Programming Gamescape @ Artscape (2016 - 2017) MAGFest Indie Tabletop Showcase (2017)
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Skills	<u><i>Languages, By Order of Experience:</i></u> C#, Python, C, C++, Java, Javascript (Node.js), SQL <u><i>Operating Systems:</i></u> Red Hat and Debian Linux, Windows, Mac <u><i>Other Applications:</i></u> Unity3D, Visual Studio, Git/Mercurial/SVN, AWS, UE4, MEAN Stack
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Education	University of Maryland, Baltimore County <ul style="list-style-type: none">• <i>B.S, Computer Science, Class of 2016</i>
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