

Eliot Carney-Seim

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Education	University of Maryland Baltimore County, Baltimore, MD (expected Spring 2016) <ul style="list-style-type: none"><i>Bachelor of Science degree, Computer Science major</i>	
Technical Skill-set	<i>Programming Languages:</i> By Order of Proficiency => C#, Java, Python, Javascript, C++, C <i>Operating Systems:</i> Linux in Fedora and Ubuntu, Windows, Mac <i>Other Applications:</i> Unity3D, Eclipse, Microsoft Visual Studio, Emacs, UE4, NodeJS, ExpressJS MySQL, Git, Mercurial, SVN, VIM (esc + :wq)\	
Projects	<u>Leadership</u> President, Game Developers Club (2014 – present) <ul style="list-style-type: none">• Programming, Project Lead, 3D Online FPS, <i>Revolve Online</i> (2014 – Present)<ul style="list-style-type: none">- Designed and Built a Physics based First Person Shooter, Unity3D, C#+ Implements a Physics and Content Player-Modifiable Game Mechanic• Programming & Project Lead, 3D Action Phone Game, <i>EMT-Merci</i> (2013 – 2014)<ul style="list-style-type: none">- Managed and Organized a 6-Person Development Team, Unity3D, C#+ Engages Player in a Realistic Role of a Futuristic Emergency Medical Technician• Programming & Project Lead, 2D Educational STEM Space Sim, <i>Stars in Motion</i> (2015)<ul style="list-style-type: none">- Hosted Space-ship Check-Out system w/ NodeJS and Express+ Players Compete for points in a leaderboard President, <i>Gaming Club</i> (2014 -2015) Treasurer, <i>Game Developers Club</i> (2013 - 2014) <u>Game Jam Projects</u> - not all projects depicted First National White House Game Jam (2014) <ul style="list-style-type: none">• Programming & Project Lead, 3D Education Game, <i>BlobBobBombLob</i>, Unity3D, C# International 24hr Iranian Student Game (2014) <ul style="list-style-type: none">• Programming & Project Lead, 3D Message of Peace Game, <i>Food4Peace</i>, Unity3D, C# <i>Global Game 2014 & 2015</i> <ul style="list-style-type: none">• Programming Lead & Project Lead, 3D Crowd Sim w/ Stealth mechanic, <i>Kopykat</i>• Programming Lead & Project Lead, 3D Social Find & Retrieve game, <i>Last Words</i>. . . <u>Independent</u> <ul style="list-style-type: none">• Programming, Sound, & Project Lead, 2D PC Game, <i>RGB</i> (2012 – Present)• Game Designer and Creator, Tabletop Card Game, Kickstarter, <i>Dethroned</i> (2014 - Present)	
Work Experience	Programming Intern <i>Immersive 3D, LLC.</i> <ul style="list-style-type: none">+ Published a STEM educational game on Apple store.	March 2014 - September 2014 Baltimore, MD

For more information, please view my website at: www.kitelson.me