

SEAN DUGGAN

sjdsoundworks@gmail.com

PROFILE

Passionate Software and Game Developer experienced in Sound Design and Music Composition. I have experience in creating and finishing projects under time pressure in game development, most notably during the LIT Games Fleadh 2020 and Game Parade 2020, both of which I would win awards in. Currently at Waterford Institute of Technology studying B.Sc. (Hons) Applied Computing, in the Game Development stream. I am proficient in Unity, Unreal Engine 4, FMOD Studio, Audacity, Reaper, Maya, Studio One, GitHub, IntelliJ, PyCharm, Visual Studio, VSCode, Brackets, Sublime Text, Notepad++, IntelliJ and other IDE's/text editors.

SKILL HIGHLIGHTS

- Java Programming
- Unity/Unreal Engine 4
- Sound Design/Logic
- Music Composition
- Game Design
- C++/C# Programming
- Python Programming
- JavaScript/HTML/CSS Experience
- Experienced with GitHub
- Data Structures & Algorithms

CORE ACCOMPLISHMENTS

- Achieved "Best Original Audio and Music" award at the LIT Games Fleadh 2020.
- Achieved "Technical Gem", "Most Fun", "Best Level Design" and "Best 3D Art" awards at Game Parade 2020, with nominations in 7 other categories out of a total 14.
- Hosted the Global Game Jam 2020 at ArcLabs Waterford.
- Placed 2nd in 1+1=3 Jam, placed 3rd in GMC Jam#5 and #7.

PROFESSIONAL EXPERIENCE

(2020) – Present Audio Lead/Game Design, Head On Studios – Manchester, United Kingdom

In my spare time I design, develop and integrate the music and audio for Head On Studios flagship project, as well as providing game design and miscellaneous game development input.

(2016) – Present Live Pianist, Waterford Castle – Waterford, Ireland

Since 2016 I have played live piano in the restaurant at Waterford Castle on a weekly basis and have also played piano for many weddings that took place there.

EDUCATION

Waterford Institute of Technology – Waterford, Ireland

(Undergrad) B.Sc. Hons Applied Computing (Game Development Stream).

Waterpark College – Waterford, Ireland

Leaving Certificate.