

# Egan Frelich

Adamstown, Maryland | (301) 473-2435 | [egan@frelich.us](mailto:egan@frelich.us)

## Education

**Rochester Institute of Technology (RIT)**, Rochester NY

Expected May 2024

*Bachelor of Science, Game Design and Development*

**GPA: 3.94**

*Related Courses:* Game Design and Algorithmic Problem Solving II (C#), Intro to Game Web Tech, Rich Media Web App Dev I (HTML, CSS), Interactive Media Development (Unity), Data Structures and Algorithms for Games and Simulations II (C++), Level Design I, Game Design and Development II

## Skills

**Programming Languages:** C#, Java, HTML, CSS, JavaScript, C++

**Tools:** Visual Studio, Visual Studio Code, Unity, MonoGame, Git, GIMP, Krita

**Other:** Working with teams, problem solving, game and level design, drawing

## Projects:

### **Canceled Untitled Rabbit Game (Personal Project)**

**August 2018 – December 2022**

- An unfinished metroidvania-style platformer game using Unity and C#.
- Programmed and implemented a player character with several abilities for combat and mobility. Designed and implemented multiple levels and enemy types.
- Created all art and music using GIMP and BeepBox.co. (Not including typeface)
- Game was mostly completed before being abandoned.

### **Black Court (Academic Group Project)**

**December 2022**

- Developed a 2D platformer game in 5 weeks with a team of 5.
- Game set in the Dresden Files universe.
- Programmed the player character's movement abilities (excluding the dash mechanic) and some level elements such as moving platforms.
- Created multiple art assets and fully designed 2 levels.

### **Tower of Lumeth (Academic Group Project)**

**October 2022**

- Developed a top-down block pushing puzzle game set in the world of Lawrence Watt-Evans' Ethshar novels in 5 weeks with a team of 5.
- Created all non-UI art assets, worked on core mechanics, and edited and oversaw all 14 of the game's levels, fully designing several.

**Cheese Master (Academic Individual Project)****December 2021**

- Created a top-down adventure game using PIXI JS and Howler JS in 2 weeks.
- Includes a dash move, two enemy types, level loading, menus, and ending screens
- Created all graphics in GIMP
- Game available online at: <https://people.rit.edu/ejf6912/235/project3/game.html>

**Gun Wizard (Academic Group Project)****May 2021**

- Developed a top-down shooter game in 2 months using C# and MonoGame in a team of 5.
- Programmed various elements such as UI, level loading, and enemies.
- Created outlines of level designs that were to be edited and implemented by another developer.
- Used Trello for task management.

**Covering Weaknesses (Personal Project)****July 2020**

- Created in Unity in 48 hours for GMTK Game Jam 2020.
- Created all graphics in Krita (excluding typefaces).
- Wrote code in C# using Visual Studio.
- Game available online at: <https://lackofbeef.itch.io/covering-weaknesses>