

Egan Frelich

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Education

Rochester Institute of Technology (RIT), Rochester NY

Expected May 2024

Bachelor of Science, Game Design and Development

GPA: 3.87

Related Courses: Game Design and Algorithmic Problem Solving II (C#), Rich Media Web App Dev I (HTML, CSS), Data Structures and Algorithms for Games and Simulations II (C++), Game Design and Development II, AI for Game Environments

Skills

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

Tools: Visual Studio, Visual Studio Code, Unity, MonoGame, Git, GIMP, Krita, Unreal Engine 4, Flutter, Godot

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

Projects:

Maybe Even Bun Fast (Personal Project)

January 2024 – Present

- A fast-paced 2D action platformer developed solo in Godot using GDScript
- Designed short platformer levels and simple enemy behaviors
- Game saves and loads data from JSON files to maintain game progress and settings

Level Designer, Changeling VR

May 2023 – August 2023

- Worked with a large team to develop a VR game in Unreal Engine 4
- Worked on level layout and prototyped mechanics for one level using blueprints. The level focuses on allowing players to freely complete various VR gameplay tasks in an open environment.

Tower of Lumeth (Academic Group Project)

October 2022 – November 2022

- Worked with a team of 5 to develop a top-down block pushing puzzle game set in the world of Lawrence Watt-Evans' Ethshar novels in 4 weeks.
- 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

- Designed and developed a top-down adventure game using PIXI JS and Howler in 2 weeks.