

# 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#), 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, 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 2D action platformer developed solo in Godot using GDScript
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**Funky Mungos (Academic Group Project)**

**August 2023 – December 2023**

- A 3D collect-a-thon platformer game developed by a team of 8 in Unreal Engine 4
- Worked on level design. The game consisted of a hub world and one large open level. The process included back and forth iteration between sketches and in-engine grayboxes.
- Created low resolution textures for the game's environments.

**Changeling VR**

**May 2023 – August 2023**

- A VR game developed by a large team in Unreal Engine 4
- Worked on level design for a single level. Worked on level layouts and prototyped mechanics using blueprints. The level focuses on allowing players to freely complete various VR gameplay tasks in an open environment.

**Loop Hole (Academic Group Project)**

**January 2023 – May 2023**

- A casual "endless falling" game developed by a team of 4.
- Worked on programming and UI design.

- Created some of the game's art assets.
- Game available at: <https://agamertag.itch.io/loop-hole>

#### **Untitled Rabbit Game (Personal Project, canceled)**

**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)**

**November 2022 - December 2022**

- Developed a 2D platformer game set in the Dresden Files universe in 5 weeks with a team of 5.
- 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.
- Game available at: <https://agamertag.itch.io/black-court>

#### **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.
- Game available at: <https://agamertag.itch.io/tower-of-lumeth>

#### **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>