Egan Frelich

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Objective

Seeking full-time co-op in game development using level design and programming skills. Available Spring and Summer 2025.

Education

Rochester Institute of Technology (RIT), Rochester NY   Expected May 2025
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, Dart
Tools: Visual Studio, Visual Studio Code, Unity, Git, GIMP, Krita, Unreal Engine 4, Flutter, Godot
Other: Working with teams, problem solving, game and level design, drawing

Game Design Experience

Level Designer, Changeling VR   **May 2023 – August 2023**
- Collaborated with a large team to develop a VR game in Unreal Engine 4
- Responsible for level layout and prototyped mechanics for one level using blueprints, focusing on allowing players to freely complete various VR gameplay tasks in an open environment.

Projects

Maybe Even Bun Fast (Personal Project)   **January 2024 – December 2024**
- Developed a fast-paced 2D action platformer in Godot using GDScript
- Designed short platformer levels and simple enemy behaviors using sketches and in-engine iteration
- Game saves and loads data from JSON files to maintain game progress and settings

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, collaborated on core mechanics, and edited and oversaw all 14 of the game's levels, fully designing several of them.

Cheese Master (Academic Individual Project)   **December 2021**
- Designed and developed a top-down adventure game using PIXI JS and Howler in 2 weeks.