

Sean Maraia

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Education

- Rochester Institute of Technology** Rochester, NY
Bachelor of Science (Honors) in Game Design and Development; GPA:3.54 Anticipated May 2016
 - Dean's List - Fall 2013, Spring 2015

Key Courses

iOS and Android App and Game Design: *Jan 2015-Present;* Employed Xcode, Android Studio, and Swift, as well as MVC concepts in a Project Based Course, created Concert Finder app with last.fm API, as well a SpriteKit games and other apps.

Game Design and Development: *Jan 2015-Present;* Honed game design practices, working with teams to design, prototype, and refine games rapidly. Other useful takeaways include constructive critique, user testing, and design documentation

Data Structures and Algorithms: *Jan 2015-Present;* Utilized C++, as well as OpenGL in order to build a basic 3D engine, including rendering, model loading, user input, and complex collisions

Rich Media Web App Design: *Sep 2014-May 2015;* Applied knowledge of HTML, CSS, PHP, and JavaScript and created several sites and applications to demonstrate competency.

Skills

Languages: C#, Swift, C++, Java

Web: HTML, CSS, JavaScript, XML, JSON, PHP

Engines: Unity 5, Unreal Engine 4

Frameworks: MVC, WinForms, Design Patterns, **Editing:** Visual Studio, Xcode, Unreal Engine 4, OpenGL, GLSL, GLM, GLFW, Notepad++, Android Studio

Experience

- Draper Laboratory** June 2015 – August 2015
Student Undergraduate Engineer Cambridge, MA
 - Designed and prototyped Augmented Reality user interface for researching efficient presentation of complex data to soldiers in the field
 - Created two simulations demonstrating the usefulness of UI designs, in both Unreal Engine 4, and Unity via the Oculus Rift and Atheer Air devices
 - Collaborated with CMU Human Computer Interaction graduate students on similar project, giving feedback on simulation, and applying lessons from simulation in user interface designs.
- Pentagram** August 2015 – September 2015
Class Group Project Game Design and Development
 - Designed and refined social manipulation card game using rapid prototyping concepts and feedback from user testing to guide development
- Zombie Fiesta** January 2014 – May 2014
Class Group Project Game Design and Algorithmic Problem Solving
 - Designed and programmed a 2D Procedurally generated game in XNA using C#. Main responsibility was creating game items from JSON.net formatted files.

Leadership and Service

Eagle Scout: Achieved *March 2013;* Planned, organized and executed food/item drive for Bethesda Medical Center Fisher House, helping wounded veterans remain with their family during treatment.

Stream Of Screams: *Oct 2013-Present;* Organized a 12 hour livestream of horror games with RIT Honors, raising money for Child's Play, providing games and equipment for hospitalized children.