

# SEÁN KIRBY O'ROURKE

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## EDUCATION

### University of Pittsburgh

3.9 GPA

#### Dual Bachelor of Science: Digital Narrative and Interactive Design, Computer Science

Aug. 2021 – May 2025

- **Minors:** Studio Arts, Film and Media Studies.
- **Relevant Coursework:** Technical UI Development, Principles of Contextual Design, Web Development, Software Engineering, Software Quality Assurance, Data Structures and Algorithms 1 & 2, Game Studies, Operating Systems, RISC-V Assembly, Team Project Design and Implementation, Research Capstone.

## EXPERIENCE

### Instructor

Pittsburgh, PA

iD Tech

June 2024 - Oct. 2024

- Helped with camp management in two locations, traveling to Florida to assist in low-staffed location.
- Ensured **80+** children's safety ensured per week and coordinated camp wide activities during non-instruction time.
- Achieved **95%** student and parent satisfaction in weekly feedback surveys.
- **90%** management satisfaction resulting in promotion to Online Private Lesson Instructor.
- As an OPL Instructor: implemented teaching techniques such as gradual release, gamification, and project-based learning.

### Game Studio Intern

Pittsburgh, PA

Simcoach Games

May 2022 – Feb. 2024

- Developed in agile sprints with teams of producers, programmers, designers, and artists to create visual assets.
- Designed UI/UX for in-game and in-menu screens and iterated upon them, improving user learning.
- Pitched game ideas and concept art for designer's review.
- **10+** art disciplines practiced including Storyboarding, AI Generation, Rigging, 3D Modeling and Texturing.
- Created for **10+** game projects in 2D, 3D and AR/VR; including First Stop, Simcoach Card Deck, and Cash Skills Collection.
- **93%** Art Lead satisfaction during the first phase of internship, resulting in 2 years of continued employment.

### Front of House

Macungie, PA

Chick-Fil-A

June 2021 – Aug. 2021

- Organized with front-of-house staff to ensure customer satisfaction in a fast-paced, but friendly and polite atmosphere.
- **100+** customers assisted per day via a POS system.

## PROJECTS

### Pittscord: A Web-Configurable Discord Bot | Python, Flask, Canvas API, Discord API, HTML, CSS, SQL

Jan. 2024 – Apr. 2024

- Developed a full-stack web application using with Flask serving Canvas API and Discord Bot API, storing data in SQL.
- Designed with extensive documenting to be built upon by future programmers. Released to be used by future teachers.

### Parametric Equation and Bézier Curve Simulator | C#, Unity

May 2023 – Aug. 2023

- Educational simulator and sandbox created in Unity Engine.
- Tutorialized difficult calculus concepts through UI/UX for a beginner to understand.

## LEADERSHIP & AWARDS

UX Design Club | **Officer** | Assisting in community relations & providing feedback to officer group.

Feb. 2025 – Present

Surreality Lab | **UX Research Lead** | Joining medical & technical expertise in AR for the surgical theatre.

Oct. 2024 – Present

Computer Science Club | **Mentor, Member** | Mentoring underclassmen in academic & career arenas.

Sept. 2024 – Present

Association of Writers | **President** | Leading meetings, hosting on-campus events, advertising & networking.

Apr. 2023 – Present

University of Pittsburgh | **Dean's List** | Achieving above 3.5 GPA every semester.

Aug. 2021 – Present

ShelInnovates | **Organizer** | Managed 3 day hackathon, running opening ceremony, & assisting sponsors.

Feb. 2025

Games for Social Impact | **Judge's & 2x Jammer's Award** | For CrunchTime!, Immorticulture, & Private Collection.

Oct. 2022, '23, '24

SteelHacks XI | **Best Data Observability** | Created Pittsburgh Event Finder, an AI powered search engine for local events.

Sept. 2024

Steel City Stage Fighting | **Founder, President** | Instantiated & led classes for theatrical fighting organization.

Aug. 2021 – Nov. 2022

## TECHNICAL SKILLS

**Languages:** Java, Python, C, C#, Dart, JavaScript, HTML, CSS

**Frameworks:** React, Node.js, Flask, Flutter, JUnit

**Developer Tools:** Git, Selenium, Visual Studio Code, Eclipse

**Development Programs:** Figma, Photoshop, Procreate, Unity, Godot, Unreal, Premiere Pro, Blender, 3DS Max, Aesprite