

SEÁN KIRBY O'ROURKE

Sean-ORourke.github.io/portfolioWebsite | linktr.ee/sean.k.o

EDUCATION

University of Pittsburgh

Dual Bachelor of Science: Digital Narrative and Interactive Design & Computer Science

3.9 GPA, Summa Cum Laude

Aug. 2021 – May 2025

- **Minors:** Studio Arts, Film and Media Studies.
- **Relevant Coursework:** Data Structures & Algorithms I-II, Operating Systems, Computer Organization & Assembly, Systems Software, Principles of Contextual Design, **Technical UI Development**, Animation Studies, Game Studies, **Team Project Design & Implementation**, Software Engineering, Software Quality Assurance.

EXPERIENCE

Technology Development Program Analyst (Software Engineering Track)

Pittsburgh, PA

PNC Bank

Aug. 2025 - Present

- Built entire React/Formik/Axios frontend for a log-onboarding automation tool, reducing manual work by up to **78 hr/wk**.
- Led stakeholder interviews to define MVP requirements; co-facilitated alignment meetings with engineers & managers.
- Delivered workflow analyses and sprint demos; presented to the CIO, secured approval for continued development.

Instructor (Unreal & Creative Tech)

Pittsburgh, PA

iD Tech

June 2024 - Oct. 2024

- Coached students on real-time asset pipelines, scripting, & iterative debugging in Unreal Engine, Premiere Pro, & other coding.
- Taught concise, exciting, weekly courses: implemented project-based, gradual release learning; **90%** management approval.
- Part of two camp managements, traveled to assist in low-staffed location; **95%** student & parent satisfaction in weekly surveys.
- Ensured **80+** children's safety per week & coordinated camp wide activities; promoted to Online Private Lesson Instructor.

Game Artist (Unity 2D & 3D / Rigging & VFX)

Pittsburgh, PA

Simcoach Games

May 2022 – Feb. 2024

- Developed in agile sprints with teams of producers, programmers, designers, & artists to create visual assets in Unity Engine.
- Modeled, rigged, & animated characters, animals, props & backgrounds across 2D & 3D pipelines.
- Brought assets through entire pipeline: placeholder, concept, model/refinement, optimization, rigging, animation, integration.
- Created materials, textures, UVs & VFX; designed modular, reusable assets to accelerate scene construction and live iteration.
- Created concept, designed & iterated on in-game UI balancing appeal, learner comprehension & accessibility.
- Resolved rig inconsistencies, increased clear naming & source-of-truth conventions - earned **93%** lead satisfaction.
- Credited in **10+** 2D, 3D & AR/VR game titles; including published projects First Stop, Simcoach Card Deck, & Cash Skills Collection.

PROJECTS

OrB: Orbee Splash Simulator | Global Game Jam - Unity, Git, 3D Physics, C#

Jan. 2025

- Co-developed a 3D Orbee ball-pit throwing simulator; implemented Orbee spawning, physics behaviors, & impact dynamics.
- Managed Unity project setup, GitHub branching, build generation for public release & adjusted parameters based on playtesting.

Parametric Equation & Bézier Curve Simulator | College Final Project - Unity, Line Renderer, C#

May 2023 – Aug. 2023

- Built an interactive educational simulator & sandbox, used lighting & color to clarify learning outcomes within the UI.
- Utilized equations in code & the line renderer to simulate complex editable curves with color gradients to clarify the pose of each.

LEADERSHIP & AWARDS

Games4SocialImpact | Art Mentor & Judge | Led art panel, mentored teams, took part in admin & judging panel.

Oct. 2025

Surreality Lab | UX Research Lead | Joined medical & technical expertise in AR for the surgical theater.

Oct. 2024 – May 2025

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

Sept. 2024 – May 2025

Pitt Design Jam | Jammer's Award | Pitched HomeRoom, concept virtual learning platform, centering intercommunication.

Mar. 2025

Games4SocialImpact | 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

TECHNICAL SKILLS

Engines & Digital Content Creation Tools: Unreal Engine, Unity Engine, Godot Engine, Maya, 3ds Max, Blender, Houdini.

Programming Languages: HLSL, C#, C++, C, Python, Java, HTML, CSS, JavaScript.

Pipelines & Tools: Asset Pipeline Design, Modular Asset Workflows, Agile/Scrum Production Workflows.

Rendering & VFX: Shaders, Real-Time Materials, Particle Systems.

Software Engineering & Media Tools: GitHub, Visual Studio Code, React, Flutter, Figma, Premiere Pro, Photoshop, Procreate, Aesprite.