

# SEAN MOMBOURQUETTE

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## EDUCATION

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Queens University, Bachelor of Computing / April 2019

## EXPERIENCE

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### Independent Game Development / 2015 - 2019

- Designed, developed, and shipped 3 HTML5 games that accrued **1M+ plays** and earned **\$8k USD** revenue.
- Created and launched a full featured desktop game on the Steam Marketplace.
- Technologies: (GML, JavaScript, Steam SDK)

### HTML5 Games: [Die Alone](#) - [Cave With Robots](#) - [Tiny Tanks](#)

- Prototyped and developed 3 HTML5 games using GM:S. Kept a ruthlessly small scope. Developed each game over a predetermined time frame of 1-2 months per game. Marketed and pitched the games to hosting websites like ArmorGames and Miniclip. Negotiated licensing deals. Communicated through testing and revision phases.

### Steam Game: [Starkid's Obstacle Course](#)

- Developed *Starkids Obstacle Course* over 4 months. Integrated Steam SDK and published to Steam. Launch flopped. Learned necessity of early feedback, marketing, and community development as precursors to successful launch.

## PROJECTS: [VIEW MY PORTFOLIO](#)

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### Crwn Clothing / 2020

- Built a fullstack ecommerce app using React. Implemented secure payment processing, user auth/OAuth, and NoSQL database, with Stripe and Firebase. Studied and implemented several common state management patterns Redux, Sagas, Hooks+Context-API, GraphQL. Wrote clean, modular, and reusable code.
- Technologies: (React, Redux, Sagas, Firebase/FireStore, Stripe, Heroku, Node.js, Express, GraphQL)

### Algo-Visual / 2020

- Designed and developed an interactive algorithm visualizer as a responsive web app in React. Coded cellular automata cave generation, and floodfill algorithms in JavaScript.
- Technologies: (React, React Bootstrap, JavaScript, SCSS)

### League of Legends Set Builder / 2019

- Recreated LoL item set builder using JavaScript. Existing web versions did not work on mobile, so this project filled a niche by bringing functionality to a fully responsive web app. Implemented MVC pattern to manage information flow. Hooked into DataDragon API to serve item and image data.
- Technologies: (HTML, CSS, JavaScript, jQuery, async/await, SortableJS)

## SKILLS

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**Languages/Tools:** JavaScript, HTML5, CSS/SCSS, React + Hooks, Redux, Firebase, GraphQL, Node.js, Express, MySQL, Jest, Version Control, GML, Python, C#, Java, Haskell

**Relevant Courses:** Game Development, Object Oriented Programming, Data Structures, Scientific Computing, Algorithms, Logic, Neural Networks, Computer Architecture, Functional Programming