| **Sean Lynch**  [‘Designer’ / ‘Programmer’ / ‘Artist’ etc (**PICK ONLY** **1**)] |  | Vancouver, BC  612-269-3097  [scl3737@gmail.com](mailto:scl3737@gmail.com)  <https://www.linkedin.com/in/seancaseylynch/> |
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| **Related Experience**  [1 Primary Role in Project (Artist, etc)] November 2020 - August 2021  [Project Name] - [Game Engine] - [Personal Project]. Vancouver, BC   * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did]   [1 Primary Role in Project (Artist, etc)] July 2017 - Current  [Project Name] - [Game Engine] - [VFS School Project]. Vancouver, BC   * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did]   [1 Primary Role in Project (Artist, etc)] April 2017 - August 2017  [Project Name] - [Game Engine] - [VFS School Project]. Vancouver, BC   * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did]   [1 Primary Role in Project (Artist, etc)] April 2016 - August 2016  [Project Name] - [Game Engine] - [VFS School Project]. Vancouver, BC   * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] * [Fill in measurable details of what you did] |  | **Skills**  Source Control Conversational in English and Spanish  [Skill]  [Skill] [Skill]  [Skill] [Skill]  [Skill] [Skill]  **Tools**  Unity Engine  Unreal Engine Git  ClickUp FMOD  Google Docs  Excel/Google Sheets  **Passions**  Multiplayer Video Games  Game Jams Steven, VFS Instructor <3  DC Universe  D&D  **Education**  Vancouver Film School  Programming for Games, Web and MobileJune 2016 - June 2017  C#, C++, Objective-C, Python, SQL, PHP, Swift, Java, JavaScript, JQuery, HTML/CSS, Unity Engine, Unreal Engine, Game Design |