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| **Sean Lynch**  Project Manager | Vancouver, BC  612-269-3097  [scl3737@gmail.com](mailto:scl3737@gmail.com)  <https://www.linkedin.com/in/seancaseylynch/> | |
| **Related Experience**  Project Manager May 2023 - Present  Rocket Boots - Unity - VFS Final Project. Vancouver, BC   * Oversaw and managed the project and its scope, maintained documentation and scheduling. * Created and maintained task tracking using ClickUp and a Google Spreadsheet * Communicated with team members on the status on their tasks and received feedback during daily standups and 1 on 1s. * Implemented Audio using FMOD and a mix of custom and FMOD provided C# scripts   Programmer March 2023 - April 2023  Those Damn Fish - Unity - VFS Group Project. Vancouver, BC   * Programmed and implemented main gameplay systems (tower placement, tower shooting, fish movement, resource manager) * Audio implementation using FMOD * Coordinated with UI programmer and secondary programmer on the implementation of gameplay systems and front-end systems   Project Manager/UI Implementation March 2023  Flower Power - Unreal - VFS Game Jam. Vancouver, BC   * Coordinated tasks amongst a team of 8 for a 48-hour game jam * Acted as point of contact for all game design decisions * Resolved game design disputes quickly and efficiently * Programmed and Implemented Front End UI   [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  Professional in English  Casual in Spanish  **Tools**  Unity Engine  Unreal Engine Git  SourceTree  ClickUp FMOD  Google Docs  Excel/Google Sheets  **Passions**  Apex Legends  Archery Star Wars  **Education**  Vancouver Film School  Game DesignOctober 2022 - October 2023  C#, Unity Engine, Unreal Engine, Game Design |