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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 November 2020 - August 2021  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   [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  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 |