Seth Sylvester

Game Programmer

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Summary

Professional Programmer, specializing in game development. Adept at working with leading programming languages, such as Python, C#, C++, and Java. Experienced in completing projects of various scopes with teams of various disciplines and backgrounds. Able to complete a multitude of tasks, such as database creation and maintenance, as needed.

Education

Academy of Interactive Entertainment   Aug. 2019 to July 2021
Advanced Diploma of Professional Game Development in Game Programming 2021

Projects

Night Terror   Jan. 2021 to June 2021
A short thriller based on a young girl dealing with the night.
- Made in Unreal 4
- Collaborated with a team of 5 people comprising of 3 artists and 2 programmers
- Created player controller, several item systems, one of the enemies, and the dialogue system

Ouroboros Quest   May 2020 to July 2020
A small hack and slash game that cycles through various levels.
- Made in Unity
- Collaborated with a team of 6 people comprising of 3 artists and 3 programmers
- Created the player controller, maps, level transition, and the final boss

Guardian   Apr. 2021 to Apr. 2021
Created as part of an eight hour gamejam hosted by Academy of Interaction Entertainment, Lafayette Louisiana campus. You play as a small creature who can unleash a guardian to defend itself from waves of enemies.
- Created in Unity
- Eight hour game jam
- Single person team for programming
- Art assets were provided by the school hosting the game jam

SpaceWars   Dec. 2019 to Dec. 2019
A small bullet hell that shows off a variety of projectile attacks, collision, and cycles through various stages.
- Made in Raylib

Skills

PROGRAMMING	SOFTWARE	SOURCE CONTROL	LANGUAGES
C++	Unreal Engine 4	Git	English
C#	Godot	Perforce	Japanese
Python	Defold		
GDScript	Unity		
Java	Raylib		
Javascript	Clausewitz		
HTML 5			
Lua			