

Seth Sylvester

sethslys@gmail.com <https://github.com/sethsylvester> (337)-288-7689

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, including testing, troubleshooting, analyzing, and maintenance as needed.

Work Experience

Night Terror

Jan. 2021 to June 2021

A short thriller based on a young girl dealing with her fears in the night.

- Developed within the Unreal 4 engine
- Lead cross-functional teams to play a part in agile process for planning, estimating, and execution, contribution to project completion prior to deadline.
- Created custom player controller using cost effective designs to fit within the project scope as given.
- Developed a highly dynamic branching dialogue system based on functional requirements and using direct input from .csv files.
- Managed and organized merges and any conflicts into/from the main branch to keep project up to date

Rasa Research

Nov. 2020 to Nov 2020

Tasked with developing an Advertisement Campaign and website development.

- Developed ad campaign and design with HTML5 as requested within scope and compatible with existing design.
- Completed multiple tasks to website design and graphic design work ahead of schedule.
- Automated tasks regarding shipping and receiving, improving efficiency.
- Worked as an independent contractor

Projects

Ouroboros Quest

May 2020 to July 2020

A hack and slash game demo that cycles through various levels.

- Developed within the Unity engine
- Led 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 during an eight hour game jam. Shows off switching between multiple characters and wave/horde based simple combat.

- Developed within the Unity engine
- All work completed within an eight hour game jam

- Independent programming work
- 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, collisions, and cycles through various stages.

- Developed in a custom engine using Raylib as a framework
- Setup independent collision detections, player controls and movement, level transitions via cycling through the root scene, and various boss phases all far ahead of deadlines.
- Solo effort

Technical Skills

- C++ (2 Years)
- C# (4 Years)
- C (2 Years)
- Python (2 Years)
- GDScript (1 Year)
- Java (4 Years)
- Javascript (2 Years)
- HTML 5 (1 Year)
- Lua (1 Year)
- Unreal Engine 4 (4 Years)
- Godot (1 Year)
- Defold (1 Year)
- Unity (5 Years)
- Raylib (2 Years)
- Clausewitz (3 Years)
- Git (4 Years)
- Perforce (2 Years)
- Scrum (2 Years)
- Warscape engine (1 Year)