Sean Francis

seanmfrancis.net

Qualification Summary:

- Multiple years experience in writing, editing and publishing fiction works online.
- Experienced leader who has planned and executed long term projects.
- Worked with and managed teams of varying numbers of members both locally and across the nation.
- Able to explain and communicate concepts of various work areas outside my own.
- Experience with various programs allowing for quick learning of similar programs.

EXPERIENCE AND ACCOMPLISHMENTS

RIVALCAST MEDIA
2015-PRESENT
WRITER AND EDITOR
www.rivalcastmedia.com
Interned under Rivalcast Media Writing and responsible for developing an ongoing story series, learned formatting through their web publisher, and worked on promotional campaigns. Also assisted with the editing and coaching of other writers' work, read manuscripts and proofread pieces for publication.

FOTA @ STARBASE VICTORY
6/13/2018-8/2/2018
PROGRAMING INTERN
www.starbasevictory.org
Interned with Starbase Victory to assist with teaching elementary and middle school students basic concepts of programming. Used Littlebits and coding to assist the students with their business signs which were placed in Downtown Portsmouth.

PUDDLE JUMP GAMES @ VIRGINIA SERIOUS GAMES INSTITUTE
6/4/2018-PRESENT
PROGRAMING INTERN
Interned with Puddle Jump Games, a start-up company to program their debut project. Worked in the Unity Engine to program prototypes and design systems that will be used in the final project.

PROJECTS

BOSS CHASE; GAME
http://seanmfrancis.net/game_design/index.html
"The Void, an ever-changing dimension, traps all that come in contact with it and you are no exception. Playing as one of eight Roles, or creating one of your own, you must chase down the Void's Elite to recover your most valuable possession. Boss Chase is a 2D Side-scrolling Game that mixes the two popular gameplay genres of Endless Runner and Boss Rush in a fast paced, high adrenaline game where quick reaction and determination rule."

CASTLE ESCAPE; GAME
http://seanmfrancis.net/game_design/index.html
"The Princess was kidnapped by the Monster King. And the hero sent to save her... won't be able to do much. Gaining a once in a lifetime opportunity, the Princess has killed the Monster King and stole his weapons. Now armed, she must battle her way down the castle's floors in order to escape the henchmen who are not going to sit idle. React fast and outsmart your enemies as the Princess in order to make your own happy ending. But the longer you take, the less chance you have of leaving before you are overwhelmed by the guards."

EDUCATION
        BFA   George Mason University Honors College   Summer 2018

SPECIAL AWARDS AND RECOGNITIONS
   ● Eagle Scout, May 2011

REFERENCES
Available upon request.