Sean Maguire

Game Designer

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Projects

Curbside Combat — *Designer, Programmer*
teamoffighters.itch.io/curbside-combat

2D fighting game with the goal of bridging the gap between simplicity, Dive Kick, and the complexity, Street Fighter, of fighting games. Created for out Senior Capstone project.

Wizard Run — *Designer, Programmer*
sean-maguire.itch.io/wizard-run

Side scrolling infinite runner with procedurally generated obstacles and items. Created in Unity for Global Game jam with a team of 3.

Cloning Waves — *Designer. Programmer*
sean-maguire.itch.io/cloning-waves

A puzzle game created in Unity for Global Game Jam. Created over a weekend with a team 5. I was involved with design of the initial design of the puzzle mechanic and programming.

Frostbite — *Designer*

A Card game designed for a final project for a upper division game design class. We were given certain constraints and tasked to design a card game around it. Helped with the core concept of the game along with the "promotion" of the game.

Experience

Paul Merage School of Business, UCI — *Computer Help Desk*
June 2016 - Present

Worked the front desk of the student and faculty IT office. Provided technical support for faculty and students via IT ticketing System.

Maintenance Login, Mission Viejo— *Freelance Developer*
September 2013 - June 2015

Designed mockup pages for mobile website using Bootstrap and other web languages, HTML, CSS, Javascript. Designed and implemented RDLC reports using Microsoft Visual Studio and Microsoft SQL Server.

SKILLS

Game Design, Unity, C++, Java, C#, SQL, Git, Jira, Microsoft office, Computer Organization, Film Editing, Final Cut Pro, Sony Vegas Pro

Education

University of California: Irvine 2018

BS in Computer Game Science

Minor in Film and Media Study