

Sean Maguire

Game Developer

www.seanmaguire.me
Maguire.Sean037@gmail.com
(949) 374-6845

Experience

Paul Merage School of Business, UCI — Computer Help Desk

June 2016 - August 2018

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.

Saddleback College, Mission Viejo — Lead Lab Assistant

August 2012 - June 2014, Saddleback College

Assisted students with Computer Science labs by debugging code and tutoring students to find a solution. Minor maintenance of lab facilities such as installing updates and printer repair.

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 complexity (Street Fighter) in fighting games. Created for our 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 of 5. I was involved with the initial design of the puzzle mechanic and programming.

Education

University of California:
Irvine 2018

BS in Computer Game Science

Minor in Film and Media Studies

Tools

Unity, Git, Jira, Microsoft Office, Microsoft Visual Studio, Final Cut Pro, Sony Vegas Pro

Skills

Game Design, Problem Solving, C++, Java, C#, SQL, Python, HTML, CSS, Computer Organization, IT Support, Film Editing

Interests

Board Games, Film Noir, Philosophy, Progressive Rock, Martial Arts, Sushi, The Museum of Jurassic Technology