Sean Flanagan
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Profile

A highly passionate generalist game developer looking for multidisciplinary work. Equally proficient and comfortable with creative and technical skills. Extensive experience leading and working within small teams.

Education

Georgia Institute of Technology   *Aug 2015 – Present*
- B.S. in Computational Media (Graduating August 2019)
- **2017 EDS Rising Senior Award / Outstanding Junior**
- National Merit Scholar / President's Scholar Semifinalist
- GPA: 4.0 / 4.0

Experience

Cartoon Network Digital – Quality Assurance Analyst   *May 2018 – Present*
- Discovering, prioritizing, and regressing dozens of usability issues with various CN products **(Teeny Titans 2, Steven Universe: Save the Light)** using JIRA
- Communicating daily with game producers on relevant problems and deadlines

VGDev (Georgia Tech's video game development club)   *Aug 2015 – Nov 2018*
- **President** – facilitated the development of 5-7 student-led video games per semester, mentored members and project leads, and managed our website
- Project Lead on three of our featured games, with many other contributions

Developer at Georgia Tech Networks Dynamic Lab   *May 2017 – Aug 2017*
- Using **Unity and Oculus Rift**, created a fully explorable virtual-reality version of the Living Building and other experiments in Atlanta data visualization, which were viewed and used by professionals from SKANKSA and Lord Aeck Sargent

Projects

Trouble on Beryl Isle (VGDev Project)   *Aug 2017 – July 2018*
- Led a team of a dozen VGDev members to create a streaming open-world action platformer with a highly polished moveset and fun enemy interactions
- Established art direction; designed and implemented main character; created extensive backend systems to support collaborative open-world level design

YeggQuest (VGDev Project)   *Dec 2016 – May 2017*
- Led a team of twenty VGDev members to create a 3D collectathon platformer
- Established art direction; programmed game mechanics and rigged character movement, including procedural IK and footplanting routines; designed sounds

Skills

Programs	**Unity**, **Blender**, **Photoshop**, Audacity, Substance Designer, Processing
Languages	**C#**, Python, Java, C, Javascript
Creative Skills	**Modeling**, texturing / painting / illustration, rigging, **animation**, sound design
Technical Concepts	**OOP practices**, **PBR material design**, lighting models, **shader programming**