

# Sean Flanagan

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## Profile

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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

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### 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

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### 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

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### 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

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### 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**