SEAN FLANAGAN

435 Bridgett Ct • Alpharetta, GA 30004 • (678) 975-0770 • sflanagan33@gatech.edu

PROFILE

A creative 2D and 3D artist as well as a technically proficient game designer, with significant experience both leading and working in game teams. Extremely flexible, open to artistic direction, willing and ready to learn.

EDUCATION

Georgia Institute of Technology *August 2015 – Present*

- B.S. in Computational Media (Graduating May 2019)
- Concentration in Media & Game Studies
- National Merit Scholar, President's Scholar Semifinalist
- 2016 Student Award for WOVEN Communication
- GPA: 4.0 / 4.0

Milton High School *August 2011 – May 2015*

- Fourth in graduating class of 500
- GPA: 4.08 / 4.00

CAMPUS LEADERSHIP

VGDev (Georgia Tech's video game development club) *August 2015 – Present*

- **Vice President** – overseeing the development of 5-7 student-led video games per semester, mentoring new members, and managing the website
- Awarded the Deleonic Award in Fall 2015 for outstanding contributions

Georgia Tech Chamber Choir *August 2015 – Present*

- **Publicist** – creating poster designs, spreading word, managing the website
- Bass Section Leader in prior semester – led group rehearsals each week

GAME PROJECTS

YeggQuest *December 2016 – Present*

- Current VGDev project: a cartoony 3D collectathon platformer
- Leading and mentoring 30+ VGDev members who signed on

Analog Dreams *December 2015 – May 2016*

- Led a team of a dozen VGDev members to create a three-hour first-person puzzle platformer within 5 months, in the style of *Portal* and *The Witness*
- Established art direction, programmed all game mechanics and interactions, modeled props, created all sounds, designed and baked lighting in Unity

SKILLS

Programs	Unity, Photoshop CS5, Blender, GameMaker: Studio, Sony Vegas, Audacity
Languages	C#, Java, GameMaker Language (proprietary), Python
Creative Skills	Drawing, digital painting, modeling, texturing, rigging, sound design
Technical Concepts	OOP practices, material design, lighting models, shader programming