

Sean Flanagan

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Profile

A creative 2D and 3D artist as well as a technically proficient game designer, with extensive 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 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

- Discovered, prioritized, and regressed dozens of usability issues with various CN products (**Teeny Titans 2**, **Steven Universe: Save the Light**) using JIRA
- Communicated daily with game producers on relevant problems and deadlines

VGDev (Georgia Tech's video game development club)

August 2015 – Present

- **President** – facilitating the development of 5-7 student-led video games per semester, mentoring members and project leads, and managing our website
- Project Lead on three of our featured games, with many other contributions

Developer at Georgia Tech Networks Dynamic Lab

May 2017 – August 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)

August 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 collect-a-thon 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 / digital painting, rigging, **animation**, sound design

Technical Concepts

OOP practices, PBR material design, lighting models, **shader programming**