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 May 2019)
- Concentration in Media & Game Studies
- **2017 EDS Rising Senior Award / Outstanding Junior**
- National Merit Scholar / President's Scholar Semifinalist
- GPA: 4.0 / 4.0

EXPERIENCE

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 two of our featured games, with contributions to five others
- Awarded the Deleonic Award in Fall 2015 for outstanding contributions

Developer at Georgia Tech Networks Dynamic Lab *May 2017 – August 2017*
- Created an **iOS app in Unity** to support the upcoming launch of the Georgia Tech Living Building, allowing for crowd-sourced commenting on promotional panoramas, as well as an augmented-reality viewing experience on-site
- 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

YeggQuest (VGDev Project) *Dec 2016 – May 2017*
- Led a team of twenty VGDev members to create a 3D collect-a-thon platformer with three large worlds, in the vein of *Banjo-Kazooie* and *Super Mario Sunshine*
- Established art direction; programmed game mechanics and rigged character movement, including procedural IK and footplanting routines; designed sounds

Analog Dreams (VGDev Project) *Dec 2015 – May 2016*
- Led a team of a dozen VGDev members to create a three-hour first-person puzzle platformer within five months, in the style of *Portal* and *The Witness*
- Established art direction; programmed all game mechanics and interactions; modeled props; designed all sounds; designed and baked lighting in Unity

SKILLS

Programs	**Unity**, **Blender**, Photoshop, Processing, Substance Designer, Audacity
Languages	**C#**, Python, Java, C, GameMaker Language (proprietary)
Creative Skills	**Modeling**, texturing, **digital painting**, rigging, animation, sound design
Technical Concepts	OOP practices, **PBR material design**, lighting models, **shader programming**