

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 eight 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, HTML & CSS, GameMaker Language (proprietary)

Creative Skills

Modeling, texturing, **digital painting**, rigging, animation, sound design

Technical Concepts

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