SEAN ARNOLD

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EDUCATION

Rochester Institute of Technology Aug. 2016 to Current
B.S. Game Design and Development
GPA: 3.94

SUMMARY

I am a fourth year student at RIT studying Game Design and Development. I am currently seeking a full time position in the game design/development industry, web development, or software development.

SKILLS

PROGRAMMING/MARKUP LANGUAGES: C#, C++, JavaScript, HTML/CSS, SQL
SOFTWARE: Autodesk Maya, Unity, Visual Studio, Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Filmora, Aseprite, Brackets, Marmoset Hexels, Valve Hammer Editor, Unreal Engine 4, Twine, Unreal Engine 4
FRAMEWORKS/APIS: Materialize, Vue.js, Bootstrap, Google Maps, Yelp Fusion, Firebase

EMPLOYMENT

RESCUE AGENCY
San Diego, California
Web Development Intern
Sept. 2019 to Dec. 2020
Worked in a waterfall development environment to create websites for clients. Participated in daily stand-ups to relay my progress and any roadblocks to the team. Used many different technologies such as Vue.js, Nuxt.js, laravel, NPM and various APIs such as Mailchimp to tailor a website to the needs of the client. Worked closely with clients during the QA stage of development.

FUNKITRON
Level Balancer
Feb. 2019 to Current
Balanced levels for a mobile game by play-testing and collecting data. Documented play-test results for the development team. Notified developers of any issues I discovered during the QA process. Provided the developers with detailed notes on how to recreate bugs.

ID TECH
Irvine, California
Instructor
June 2018 to Aug. 2018
Managed groups of students from the ages of 10-12. Taught the students basic coding concepts and standard coding practices. Assisted the students in building their own websites using HTML and CSS. Debugged code using Chrome's console. Prepared lesson plans for each day and followed a schedule.

PROJECTS

ABANDONED FACTORY LEVEL (INDIVIDUAL)
Feb. 2020 to May 2020
The project was built using UE4 with the goal being to learn more about technical art and optimization techniques. In the project, culling and LOD's were used to reduce the number of polygons to draw. Before implementation, around 10-15 million polygons were drawn in most places on the level. After implementing culling and LOD's, the number was reduced to around 2-3 million. The project also has graphics settings to allow lower-end hardware to run the executable. Blueprints and basic scripting were also used to create a more interactive environment.

RESTAURANT FINDER WEB APP (INDIVIDUAL)
Apr. 2019 to May 2019
Created a web application that finds local restaurants using multiple APIs. The APIs that were used include Yelp Fusion, Google Maps, and Firebase. The MVVM based framework, Vue.js, was used to build the user interface of the application and the site was stylized using the Materialize CSS library. Postman was used to create API requests. Searches from users are stored on an online database through the Firebase API. Google's Geolocation API is used to convert world coordinates into a standard address or vice versa. Uses Google directions to draw a route from the origin point to the destination.

WEB GAME (INDIVIDUAL)
Apr. 2017 to May 2017
Built an experimental game for the web utilizing JavaScript and the Pixi.js graphics library. Built and designed a simple website to host the game on. Documented the process of making the game and provided links to the documentation from the page that the game is featured on.

AWARDS

RIT · DEAN'S LIST
GPA is higher than or equal to 3.4 (Fall 2016-Current)