SEAN ARNOLD

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EDUCATION

Rochester Institute of Technology
2016 to 2020

B.S. Game Design and Development
GPA: 3.94

SKILLS

PROGRAMMING/MARKUP LANGUAGES: C#, JavaScript, HTML/CSS

SOFTWARE: Autodesk Maya, Unity, Visual Studio, Photoshop/GIMP, Aseprite, Valve Hammer Editor, Unreal Engine 4, Twine

EMPLOYMENT

REDEMPTION GAMES, INC.
Carlsbad, CA
Level Design Consultant
July 2020 to Current

- Designed/implemented new levels that supported the core mechanics of the game, engaged players, and played within the time limit.
- Facilitated discussions during design meetings and conceptualized new blockers and ideas for levels.
- Reported bugs that were uncovered through testing to the Design and Development teams, providing screenshots to expedite the process.
- Redesigned existing levels to be 60% easier and reduce player churn as well as to be 30% harder to increase player monetization.

FUNKITRON, INC.
Boston, MA
Level Balancer
Feb. 2019 to Dec. 2020

- Tested hundreds of levels, collected data, and organized the data in a Google Sheets document for developers to review.
- Investigated bugs and compiled documentation with steps to reproduce/screenshots to assist developers.
- Convinced Level Designers to modify levels that were not fun by listing potential grievances and potential solutions.

RESCUE | THE BEHAVIOR CHANGE AGENCY
San Diego, CA
Web Development Intern
Sept. 2019 to Dec. 2019

- Improved and maintained pre-existing websites for clients using WordPress, Nuxt.js, and other CMS (Content Management Systems).
- Used APIs and Frameworks such as Firebase, Vue.js, and Mailchimp to construct sites from scratch that fit the client's needs.
- Corresponded with and advised the design team on features that could be programmed within the project scope.

PROJECTS

THE PERESMESHNIK (SOLO)
Feb. 2020 to July 2020

- Planned the story using Twine and a game design document, then produced the game using JavaScript.
- Composed Music/SFX using Ableton Live and implemented the sounds into the game.
- Restructured the game to work with the Steamworks API by integrating NW.js (Node Webkit) and Greenworks.js.
- Published the game on Steam which led to 1000% more player engagement.

ABANDONED FACTORY LEVEL (SOLO)
Feb. 2020 to May 2020

- Fabricated a 3D interactive level in UE4 (Unreal Engine 4) that was optimized using built-in LOD (Level of Detail) tools.
- Optimized the 3D models and reduced the polygon draw count from 10-15 million to 2-3 million.
- Devised scripts using UE4's Blueprints to implement interactions and scenarios that could be triggered by the player.

ISOLATION (SOLO)
Apr. 2017 to May 2017

- Utilized the Pixi.js rendering library and JavaScript to build an experimental game for the web.
- Designed metaphorical mechanics to experiment with the idea of using gameplay mechanics to tell a story.
- Recorded the game design process on a web page which is hosted on the same site as the game.

AWARDS

RIT · DEAN'S LIST (FALL 2016 - SPRING 2020)

- GPA was higher than or equal to 3.4