SEAN ARNOLD

✉ swa4861@rit.edu
🌐 sharnold52.github.io/
📞 949-375-1640

EDUCATION

Rochester Institute of Technology
Aug. 2016 to May 2020
B.S. Game Design and Development
GPA: 3.94

SUMMARY

I recently graduated from Rochester Institute of Technology with a BS in Game Design and Development. Since graduating, I have independently published a game I solely developed called "The Peresmeshnik". I am looking for new opportunities in games so I can continue to learn and grow.

SKILLS

PROGRAMMING/MARKUP LANGUAGES: C#, C++, JavaScript, HTML/CSS
SOFTWARE: Autodesk Maya, Unity, Visual Studio, Photoshop/GIMP, Aseprite, Valve Hammer Editor, Unreal Engine 4, Twine
FRAMEWORKS/APIS: Materialize, Vue.js, Google Maps, Yelp Fusion, Firebase

EMPLOYMENT

REDEMPTION GAMES
San Diego, California
Level Designer
July 2020 to Current, July 2020 to Current
Designed and implemented multiple levels for a match-3 game on mobile devices. Read game design documentation and followed guidelines provided by the company to produce levels that were consistent with the tone and feel of the game. Learned and used Redemption's proprietary tools to create levels.

RESCUE AGENCY
San Diego, California
Web Development Intern
Sept. 2019 to Dec. 2019
Developed websites for clients in a waterfall development environment. 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 July 2020
QA tested levels for a mobile game to ensure they were properly balanced and fun. Collected date that was entered into a data sheet for developers to use when developing certain features of each level. Wrote thorough reports about any bugs that were discovered during the testing phase that documented how to reproduce the bug.

PROJECTS

ABANDONED FACTORY LEVEL (INDIVIDUAL)
Feb. 2020 to May 2020
The project was built with UE4 and used Unreal's culling and LOD tools 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. Blueprints and basic scripting were also used to create a more interactive environment.

THE PERESMESHNIK
Feb. 2020 to May 2020
An interactive narrative game that was created using Twine and can be played on the web. Planned and wrote the story, programmed the game using JavaScript, created and implement Music/SFX using Ableton Live, and styled the game aesthetics using HTML/CSS. The game was published on itch.io with the help of an RIT professor.

WEB GAME (INDIVIDUAL)
Apr. 2017 to May 2017
Built an experimental game for the web utilizing JavaScript and the Pixi.js rendering 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 2016-2020)