Sean Feeser

Seeking Entry Level in Game Development

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Bio: I am seeking a career in either **Game Development** (Tools, Mechanics, & Networking) or **Game Production** (Software Management & Quality Assurance). I am a self-driven indie game developer. While in college, I collaborated with others to develop and release several self-published online games. I have obtained a wide range of skills in **computer programming**, **software management**, and **entrepreneurship**.

Skills: Unity3D   C#   Java   Unreal   C++   Blender   JIRA   HTML   OpenGL   WebGL   Visual Studios   MySql   Javascript   Testrails   Android Studio   ARKit   Git   Mercurial   Python   Bash   Microsoft Word   Powerpoint   Excel   NodeJS   AWS   XCode   Outlook   iOS   HTC Vive   Oculus Quest

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Experience:

- **Futurus -** Unity XR Specialist   (2021 - Current)
  - **Virtual Reality Training -** Design and develop system infrastructure for scalable and reusable interactive training scenarios for clients such as Georgia Pacific, JLG, and more.
- **Digital Yalo -** Interactive Developer   *(2020 - 2021)*
  - **Digital Marketing Consultation -** Lead small project development team to deliver quality products according to client's description using **Unity**. Coordinate with Producers and Quality Assurance to evaluate progress on a daily basis using **Jira**.
  - **Web Tools & Machine Learning -** Develop internal marketing tools using **Python, NodeJS,** and **Php** to support both the front end and back end.
- **Cartoon Network Games -** Quality Assurance Analyst   *(2019-2020)*
  - **Steven Universe: Unleash the Light -** Documented issues using **Jira** during the development of large-scale Apple Arcade Original launch title. Develop submission testing requirements via **Testrail**.
  - **CN Arcade App -** Maintained regular content updates through close relationships with production. Thorough use of **Microsoft Excel** and great organization to communicate weekly statistical outcomes effectively.
- **Prior Work Experience Available On Inquiry**   (2014-2019)

Education (GPA - 3.53):

- **Kennesaw State University (2020) -** Bachelor of Science in Computer Game Design and Development
- **Georgia Piedmont Technical (2016) -** Associate of Applied Science in Computer Programming