



# 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 free online games. I'm currently working with a team on my first commercial release in the VR space. I have a wide range of skills in **computer programming, software management, and entrepreneurship.**

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<b>Skills:</b> Unity3D	C#	Java	Unreal4	C++	Blender	JIRA
HTML	OpenGL	WebGL	Visual Studios			MySQL
Javascript	Testrails	Android Studio		Git		Mercurial
Python	Bash	Lua	Phaser	Microsoft Word		Powerpoint
Excel	Azure	AWS	Publisher	Access	Outlook	Slack
Webex	Sony Vegas Pro	HTC Vive	Oculus Rift	Oculus Quest		
		Photon	Unity Network			

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### Experience:

- **Cartoon Network Games** - Quality Assurance Analyst *(2019-Current)*
  - **Steven Universe: Unleash the Light** - Documented issues using **Jira** during development of large scale Apple Arcade Original launch title.
  - **CN Arcade App** - Maintained regular content updates through close relationship with production. Thorough use of **Microsoft Excel** and great organization to communicate weekly statistical outcomes effectively.
- **Delta Sigma Company** - Virtual Reality Engineer *(2018-2019)*
  - **VR CAD Model Viewer** - Designed and developed a process to export CAD models into game-optimized .FBX models using **Blender** that can be viewed and interacted with in VR using **Unity3D**. Made available on **HTC Vive, Oculus Rift, and Oculus Quest.**
- **World Touch Gaming** - Tools Programmer *(2016)*
  - Developed plugin for **Visual Studios** to automate exporting libraries to Nuget server.

### 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