

# SEAN BRESLIN

## SENIOR SOFTWARE ENGINEER

### PROFILE

Growing up, playing video games inspired a focused mind in becoming a software engineer. After completing a B.S. degree in Computer Science, I've worked on 17 video game titles that've been published. Now, will refocus current skills-set to another industry.

### PROJECTS:

#### Lead Software Engineer

Habenula LLC, August 2014-Present

#### See *Bear Jump* (Apple iOS, Android Project) -

- Designed a game for Occupational Therapist to train young patients Cortical Visual Impairments.
- Created software to be customizable by the user to tailor the experience to the needs of their customer.

#### *City Scaler* (Apple iOS, Android Project)-

- Crafted a game for entertainment for all ages with the premise how high can you climb.
- Acquired knowledge of Unity and was able to apply it to more complex projects.

### WORK EXPERIENCE

#### Game Programmer

*Cryptic Studios | July 2012-July 2014*

Star Trek Online (PC), Champions Online (PC), Neverwinter (PC)

- Pruned pathfinding systems, reduced load times and file sizes by removing unreachable data.
- Optimized in-house tools to significantly reduce artist/designer downtime and redundant work.
- Worked closely with artists and designers to improve in-house game editors.

#### Artificial Intelligence Programmer

*Saturnine Games | Sept. 2009 - Feb. 2011*

Antipole (XBOX 360, PC, DSi Ware)

- Finite state machine system without project specific code
- External user-friendly state chart (CSV) with customizable
- Custom event-handling code to match various AI reactions to a variety of AI triggers from chart.

### CONTACT ME AT



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### TECHNICAL SKILLS

- C, C++, & C#
- Microsoft Visual Studio
- Unity
- Perforce
- Tortoise SVN
- Jira

### PROFESSIONAL SKILLS

- ▀ Solution- based Problem Solver
- ▀ Develop & Maintain New Systems
- ▀ Thirst For Knowledge

### EDUCATIONAL HISTORY

B.S. in Computer Science  
December 2005