SEAN BRESIN

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 EXPEREINCE

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 inhouse game editors.

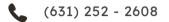
Artificial Intelligence Programmer

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