

Sean-Ryan Smith

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Contact

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Objective

Obtain a challenging game programming position on a development team that incorporates strong communication and problem solving skills to provide consumers with fun and engaging video gaming experiences.

Projects

- **Aquaphobia (C#)**
 - 2D platformer that was submitted into the Microsoft Dream Build Play competition.
 - In charge of the gameplay logic as well as the animation and sound system.
- **Maeve's Quest (C#)**
 - 2D side scrolling brawler action game using Microsoft XNA.
 - Lead programmer and designer utilizing sprite management and gameplay mechanics.
- **DirectX 3D Benchmark (C++)**
 - Simple benchmark that renders 5000 3D objects written for DirectX.
 - Lead programmer and designer incorporating HLSL and 3D matrix manipulation.

Key Skills

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|------------------------|------------------------|------------------------|
| - C# | - Visual Studio | - Team Oriented |
| - C++ | - DirectX SDK | - Problem Solving |
| - Microsoft XNA | - Unreal Editor 2.5/3 | - Time Management |
| - DirectX9.0 | - Warcraft 3 Editor | - Work Under Pressure |
| - Gameplay Programming | - Elder Scrolls Editor | - Self-Motivated |
| - 2D/3D Programming | - Adobe Dreamweaver | - Strong Communication |
| - Physics | - Adobe Photoshop | - Well Organized |
| - Mathematics | - Adobe Flash | - Fast Learner |

Work Experience

- | | |
|---|---|
| Conference Associate
Game Developers Conference, San Francisco, CA <ul style="list-style-type: none">✓ Checked and identified attendee badges at event doors.✓ Organized and maintained presentation halls for speakers.✓ Acted as a source of information, aid, and assistance to the attendees. | Full-Time Job
March 2009 |
| Recruiter/Opener
Entertainment Works, Phoenix, AZ <ul style="list-style-type: none">✓ Recruited individuals and surveyed their opinions for market research.✓ Utilized team skills to encourage cooperation and communication.✓ Learned how to encounter and manage public relations. | Part-Time Job
2007 to 2009 |
| Instructional Materials Processor
Kern High School District Office, Bakersfield, CA <ul style="list-style-type: none">✓ Handled, recorded, and processed instructional materials for the local high school district.✓ Worked in a team environment that called for strong communication and team skills.✓ Brought a positive attitude to the work environment to help promote teamwork and efficiency. | Part-Time Job
2005 to 2006 |

Education

2006 to 2009 **Bachelor of Science, Game Programming**
University of Advancing Technology, Tempe, AZ

Activities and Honors

Honors	UAT Presidential Honor Scholarship – 2006 to 2009 UAT Advancing Technology Award – 2006 to 2009
Activities	IGDA Student Member – 2009 UAT Sponsored Team to Attend GDC Austin – 2009