

# Sean Breslin

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## Objective

Combine my life-long passion for video games with 16 years programming experience to join a team in creating with care the type of fun and complex games I play myself.

## Qualifications

- C/C++ 12 years
- C# 2 years
- Nitro (Nintendo DS) 3 years
- Programmed for PS3, X360, Nintendo DS, PC
- Programmer on 7 titles from pre-production through to release

## Experience

Edge of Reality Games, Gameplay Engineer, Austin, TX, 2/11 – 9/11

- Sims 3 Pets (X360, PS3), Programmed in C#, C++
  - Created dynamic tutorial system
  - Maintained Sims 3 AI engine code
  - Created and refined character interactions

Saturnine Games, AI Programmer, Lyndhurst, NJ, 9/09 – 2/11

- Turtle Tale, Programmed in C#
  - Coded a boss battle and some enemies to train lead designer on Antipole's AI engine
  - Maintained AI engine
- Antipole (X360, PC, DSiware), Programmed in C#,
  - Developed flexible engine that handled external state chart with no project-specific code
  - Created user-friendly state chart that contained 130+ customizable fields, of which only 4 fills necessary for the basic AI
  - Implemented custom event-handling code that allowed flexibility through a variety of reactions threaded to a variety of events

Powerhead Games, Programmer, New York City, NY, 2/06 – 5/09

- Programmer on 7 games (Nintendo DS)
  - Catz ; Sequel: Petz Catz 2
  - CSI: Dark Motives
  - Imagine: Soccer Captain
  - My Fun Facts Coach
  - Winx Club: Quest for the Codex; Sequel: Mission Enchantix
    - Programmed a wide variety of core gameplay systems and minigames
    - Programmed and maintained core libraries
    - Game prototypes
    - Network game state synchronization
    - A\* Pathfinding
    - Trained peers
    - Programmed a variety of GUIs
    - Led prototype projects
    - Synchronized character animations to music

Independent Project, Published by Man!festo Games, Lead Programmer, Stony Brook, NY, 3/04 – 3/06

- Sludge Crawler: Side scrolling platformer programmed in C++, DirectX
  - Programmed character controls, enemy AI, level editor.
  - Led team of programmers to win Stony Brook University's first annual video game programming competition with the alpha version of this game

## Education

Bachelors Degree in Computer Science, Stony Brook University, Stony Brook, NY, December 2005