Sean Breslin

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QUALIFICATIONS

- 18 published game titles
- C/C++ - 17 years
- C# - 5 years
- Tortoise SVN - 7 years
- Microsoft Visual Studio - 10 years
- Unity - 3 years

PROFESSIONAL EXPERIENCE

Habenula, Austin, TX — **Aug 2014 – Present**
<u>Lead Software Engineer</u>

Untitled Game (Android, Apple iOS)
- Help teach children with cortical visual impairment, with word shape matching

See Bear Jump (Android, Apple iOS)
- Help teach children with cortical visual impairment, with therapist controlled color and complexity variables
- Entertaining to keep the child's attention

City Scaler (Android, Apple iOS)
- Learn Unity; Expand C# knowledge
- Software engineering, art, design, and sound effects

Antipole DX (Nintendo 3DS, Wii U)
- Support Saturnine Games' artificial intelligence engine and game design: brainstorming, technical support, testing, and feedback

Unannounced Title (Unity)
- Added new system for the dynamic use of new Unity UI parts at runtime
- Added several new debug systems to help designer
- Added new gameplay and UI systems, include a "shopping" mechanic
- Handle client/server communication

Cryptic Studios, Los Gatos, CA — **July 2012 – July 2014**
<u>Game Programmer</u>

Star Trek Online (PC), ***Champions Online*** (PC), ***Star Trek Online: Legacy of Romulus*** (PC), ***Neverwinter*** (PC)
- Optimized pathfinding systems, greatly reducing load times and level overhead by pruning unreachable navigation data
- Optimized in-house tools to significantly reduce artist and designer downtime and redundant work
- Worked closely with artists and designers to improve in-house game editors

Edge of Reality Games, Austin, TX — **Feb 2011 – Sept 2011**
<u>Gameplay Engineer</u>

Sims 3 Pets (XBox 360, Playstation 3)
- Maintained Sims 3 AI engine code, added new character interactions, & created a dynamic tutorial system

Saturnine Games, Lyndhurst, NJ — **Sept 2009 – Feb 2011**
<u>Artificial Intelligence Programmer</u>

Antipole (XBox 360, PC, DSiWare)
- Finite state machine system without project specific code
- External user-friendly state chart (CSV) with customizable fields for designer driven flexibility
- Custom event-handling code to match various AI reactions to a variety of AI triggers from chart

Turtle Tale (Nintendo 3DS, Wii U)
- Expanded, updated and maintained Antipole's artificial intelligence engine
- Used artificial intelligence engine to create a boss and enemies
- Trained lead designer on using artificial intelligence engine to create more enemy AIs

Powerhead Games, New York City, NY   **Feb 2006 – May 2009**
Programmer
Miscellaneous
  ▪ Created and maintained core libraries
  ▪ Trained peers to use in-house libraries
  ▪ Led prototype projects
  ▪ A* pathfinding
Imagine: Soccer Captain (Nintendo DS)
  ▪ 3D dialog system, tutorial system, trophy system, and penalty shootout minigame
  ▪ In-game GUI and SFX management
  ▪ Synchronized game states across WiFi networks
My Fun Facts Coach (Nintendo DS)
  ▪ Worked very closely with menu artist to add a lot of library support to the menu system for more dynamic menus, allowing us to develop question functionality
  ▪ Calendar and stamp system, stat-tracking, and the summary and review functionality
Winx Club: Quest for the Codex (Nintendo DS) and *Winx Club: Mission Enchantix* (Nintendo DS)
  ▪ Updated background and sprite graphics systems that were initially created for a quick demo to become fully usable programmer friendly libraries that helped to streamline all of Powerhead Games' Nintendo DS titles
  ▪ 3 Minigames in Mission Enchantix and 2 Minigames in Quest for the Codex
  ▪ Synchronized dancing animations to music across threads
  ▪ Expanded character customization functionality
Catz (Nintendo DS)
  ▪ Quest, e-mail, and rewards subsystems
Petz Catz 2 (Nintendo DS), *CSI: Dark Motives* (Nintendo DS)
  ▪ Crunch-time bug fixes

Independent Game, Published by Man!festo Games, Stony Brook, NY   **Mar 2004 – Mar 2006**
Lead Programmer
Sludge Crawler (PC)
  ▪ Winner of Stony Brook University's first annual video game programming competition with short alpha version of the game (only three levels)
  ▪ Team leader for the alpha version
  ▪ Programmed enemy artificial intelligence, character controls, game physics, and a level editor
  ▪ Ported game from DirectX 7 to DirectX 8.1, rewriting the engine completely in the process, and continued working on it to completion

EDUCATION

GDC Artificial Intelligence Summits   **2010 – 2014**
Stony Brook University, Stony Brook, NY
  ▪ Artificial Intelligence course, continuing education   **Fall 2009**
  ▪ B.S., Computer Science   **Dec 2005**

PROFESSIONAL ASSOCIATIONS
  ▪ Artificial Intelligence Game Programmers Guild, active member
  ▪ IGDA, lifetime member

VOLUNTEER
  ▪ Stony Brook University's Annual Video Game Programming Competition, recurring judge