

Sean Uzar

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SKILLS:

- Design:** Game design and programming, design documentation, game testing, game deconstruction, analysis
- Software:** MS Office '16, Visual Studio '17 - C++, Game Maker Studio 2 - GML, Sony Vegas 12, Adobe Photoshop, Adobe Illustrator, Audacity, Unity – C#, Git
- Interpersonal:** Presentational skills, team leadership & communication, acting and stage presence, constructive criticism and feedback

EDUCATION: **Champlain College**, Burlington, VT
Bachelor of Science in Game Design; Minor in Entrepreneurship
GPA: 3.81
Expected Graduation: May 2022
Honors: Dean's List, President's List, Trustee's List
Major Subjects: Game History and Development, Visual Communication for Game Design, Introduction to Game Design, Introduction to Programming, Business & Entrepreneurial Mindset, Project Management & Leadership, Principles of Game Design, Game Technology
Activities: Game Design Peer Mentoring

WORK **Emergent Media Center – Technical Internship** January 2019 – April 2019

EXPERIENCE: Technical Intern Mentor:

During the spring semester of 2019, the technical interns worked on multiple research assignments and eventually created their own independent project built upon the knowledge they obtained from the entire internship, guided by two intern mentors.

- Guided the interns in the learning process of the internship to help build their skills in communication, project management, and critical thinking.
- Monitored and provided feedback on interns' work and research and held daily check-ins and weekly meetings.
- Conversated with EMC staff and fellow mentor in order to gauge the interns' progress.
- Developed systems and suggestions with staff and interns to design a better framework for the current and future iterations of the internship.

PROJECT **The Slime Wars** January 2018 – May 2018

EXPERIENCE: Solo Developer:

A single-player GMS-based action-RPG where the player assumes the role of a hero facing a deadly slime invasion alone. Character progression is based on item drops from slimes the player kills in each level.

- Led the project alone in programming and designing all systems and mechanics in Game Maker Studio 2.
- Designed and tested the game at each milestone to ensure an excellent player experience.

U.S. Citizen - Available to work: May 2022