

Sean Craver

(585) 851-9967

sean@cravers.us

www.seancraver.com

Summary

Enthusiastic and dedicated game development graduate with a solid foundation in programming and a knack for problem-solving, seeking an entry-level game developer position to leverage my technical skills and passion for game development.

Work Experience

Adirondack Watershed Institute

Nov 2022 - Present

Developing unnamed Plague Inc. style game for mobile platforms

Completed Game Projects

Cargo

- Arcade; Game Jam project
- Godot Engine / GDScript

Attack On Fort Ticonderoga

- Top-down military strategy; Game jam project
- Godot Engine / GDScript

Retro Arcade Open

- 3D Mini golf game, 9 holes based on 80s video games; College project
- Godot Engine / GDScript

Forensics Blood Room Simulator

- VR simulation utilizing Google Daydream controls; High School project
- Unity / C#

Education

Bachelor of Science: Game Design & Development

State University of New York at Canton

GPA: 3.48

Minor: Writing & Communication

Areas of Expertise

Game Development Tools: Godot Engine , Unity Engine, Unreal Engine

Programming Languages: C#, Python, C++