Sean Craver

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Work Experience

NYSIF (March 2025)

- Code modernization
- Identify and remediate issues in multiple codebases

Werewolf Moon Studios (Dec 2024 – February 2025)

- Programming Trainer
- Gameplay Programmer
- Level Design

Adirondack Watershed Institute (Nov 2022 - May 2024):

- Lead developer in a 3-person team for Aquatic Invaders, a mobile game.
- Conducted weekly team meetings to ensure the achievement of sprint goals.

Completed Game Projects

Aquatic Invaders (Released May 2024)

- Worked with a non-profit to create an educational strategy game
- Lead developer
- Combined others' concepts and graphics
- Used Godot Engine / GDScript

Cargo (Released May 2022)

- Independently crafted an arcade-style game for a Game Jam.
- Researched innovative methods for creating a shared online leaderboard.
- Used Godot Engine / GDScript.

Attack On Fort Ticonderoga (Released January 2022)

- Led the coding for a top-down military strategy project in a Game Jam (Team size: 2).
- Collaborated with a partner to resolve AI bugs on a tight deadline.
- Developed and managed a project schedule for two people.
- Used Godot Engine / GDScript.

Retro Arcade Open (Completed January 2020)

- Created a 9-hole, 3D Mini golf game inspired by 80s video games as a solo college project.
- Used Godot Engine / GDScript.

Forensics Blood Room Simulator (Completed May 2019)

- Designed a VR simulation utilizing Google Daydream controls for a high school elective.
- Independently implemented the project using Unity / C#.

Education

Bachelor of Science in Game Design & Development, Minor in Writing & Communication.

State University of New York at Canton, 2023, with a GPA of **3.48**

Areas of Expertise

Programming: C#, Python, C++, HTML, Full-stack Development, OOP, Testing, Debugging

Project Management: Agile, Scrum, TDD, CI/CD, DevOps, Git