

SEAN HILL

SOFTWARE DEVELOPER

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SKILLS

- Unity
- Unreal Engine
- Python
- C++/C#
- Java
- HLSL
- MySQL
- DirectX
- Wwise
- FBX
- Visual Studio
- IntelliJ IDEA

PROFESSIONAL EXPERIENCE

Software Engineer -

Ghostpunch Games, Sunrise, FL

Oct. 2019- Present

- Unity and Unreal Engine 4 development
- Work with designers to implement gameplay features
- Shipped additional content for Risk of Rain 2 and an unannounced title

PROJECT EXPERIENCE

Software Engineer -

Risk of Rain 2 | Roguelike Third-person Shooter Game

Apr. 2019 – Aug. 2020

- Contributed to the content pipeline for both the Fall, Winter(Artifacts Update) and 1.0 Launch updates.
- Implemented design functionality for all updates new items.
- Implemented AI functionality for all new enemies in each update and a new boss.
- Interfaced with network architecture of the project to ensure all new added content pieces worked both locally and over the network.

Software Developer -

Skylight Racers | 3D Flight Based Racing Game

Nov. 2018 – April 2018

- Implemented Wwise SDK to create a sound engine for the game and all sound sub-based classes
- Implemented 3D audio system to give every game object its own position and direction adding emersion to the game
- Designed and implemented netcode for multiplayer functionality. Design included a lobby system, delta compression, local area network play using broadcasting, and wide area network play using NAT punchthrough
- Implemented Debug code to locate, track and address issues that arose in the projects audio system
- Maintained the project's version control using TortoiseGit software

PROJECT EXPERIENCE cont.**Lead Programmer-*****Music Visualizer | 3D Audio Visual Software******Oct. 2017 – Nov. 2018***

- Designed and implemented audio visual feedback using Unity 5's toolset
- Programmed and designed the game's GUI and integrated it with existing game play systems
- Programmed and implemented audio control interface and systems to update audio settings during runtime
- Designed scene layout of all objects along with object behavior such as gravitating and rotating around a fixed point.
- Created frequency bands that average audio data based on hertz to give a bigger visualization of range of audio movement

Game Developer-***Jan. 2018- March 2018******Zero-G Bounty: The Adventures of Laser Cowboy in Space | 2D Platforming Game***

- Created and integrated Artificial Intelligence behaviors for all basic Enemies and the train Boss
- Designed and integrated loading level scenes to distract the player during long wait and load times in between levels
- Programmed "Pac-Man" loading level mini game including the AI for the enemies
- Created and implemented the "flappy bird" mini game loading screen including the algorithm for generating randomized obstacles

EDUCATION

Full Sail University, Winter Park, FL

Bachelor of Science in Game Development***April 2019***