

Sean Coffey

Software Developer

About Me A creative innovative curious software developer with diverse experience looking to work at a game studio, using strong Unity and C++ skills.

Education

2014 - 2018, Rochester Institute of Technology

3.4 GPA, B.S. Game Design and Development

Experience

June 2017 - August 2017, Fisher-Price, Unity Prototyping Intern

- Wrote C# for Unity to prototype ideas from the design team
- Iterated on prototypes and tested with users
- Utilized OpenCV in C# to perform face and object tracking
- Wrote image recognition/color tracking C# code that was optimized to run on a tablet
- Ported existing company mobile apps into desktop VR
- Wrote and documented a tool to automate localization work
- Made tutorials and documentation for internal company developer page

June 2016 - September 2016, Time Inc., IT Help Desk Intern

- Developed NodeJS web app for managing company inventory
- Utilized multiple SQL databases to display inventory management information based on search queries
- Used Google Charts API to display in-app metrics
- Planned and implemented inventory management system utilizing the app and asset tagging
- Supported the app after release
- Performed standard help desk duties

Skills

Tools

- C++
- C#
- JavaScript
- Java
- Lua
- Visual Basic
- Ruby

Tools

- Unity
- Unreal
- Visual Studio
- Git
- DirectX
- NodeJS
- OpenCV
- SVN
- Vive
- Oculus

Personal Projects

2018, DX11 Game Engine

- Developing a game/graphics engine in C++ and DirectX
- Implemented deferred rendering and direct physically based rendering, among other features
- Language: C++, DirectX
- Tools Used: Visual Studio

2018, AR Hack

- Collaborated with a team on a AR/VR game
- Managed porting to VR and mesh generation scripts
- Language: C#
- Tools Used: Unity, Visual Studio

2016-17, Untitled Fighting Game

- Developed a system to dynamically shatter meshes using Voronoi Diagrams and Delaunay Triangulation
- Designed a full state machine system for handling complex fighting game characters, even over network
- Language: C#
- Tools Used: Unity, Visual Studio