Sean Palmer

GAME DEVELOPER/ SOFTWARE ENGINEER

Profile

Passionate and motivated game developer with a drive to learn new skills. Three years of experience in software engineering, specifically game development. Results-oriented with a proven track record of collaborating well with others.

Gaming Projects

LUA Platformer (Solo)

A platformer made in LUA, 2022

Flipzophrenia Platformer (Team, Rapid Prototype)

2D platformer in which the player must switch between normal world and cursed world to beat each level, 2022.

Samurai Swipe (Team, Rapid Prototype)

Android touchscreen game where the player must swipe in a certain direction to attack the enemy, 2022.

Dawn of the Unknown (Team)

Resource-management, survival game in which the player must generate and spend resources to grow their town, 2023.

Tarot Horror Game (Solo)

First-person horror game, in which the player must collect evidence to determine the identity of the spirit haunting them, 2024.

Education

Media Design School (Auckland), Bachelor of Software Engineering - Game Programming

FEBRUARY 2021 — NOVEMBER 2023

Rosehill College (Auckland), Computer Technology (HTML)

JANUARY 2017 — DECEMBER 2018

Previous Employment

Online Order Team/Delivery Driver, New World Papakura

MARCH 2020 — PRESENT

References

References available upon request

Details

⚲ Location
Auckland, New Zealand

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0211401999

✉ Email
sdpalmer16@gmail.com

Skills

- Good Organisational Skills
- Eager to Learn
- Flexibility & Adaptability
- Mathematical Skills
- Collaboration Skills
- GitHub Project Management Skills

Technical Skills

- C#/C++ Skills
- Basic LUA & SWIFT Skills
- Unity Engine Skills
- Gamemaker Skills
- Unreal Engine Skills

Hobbies

- Playing and Creating Videogames
- Team Sports