

# Sean McGeer

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## Objective

Internship for summer 2017 in software engineering/programming.

## Education

DigiPen Institute of Technology

2014 – Present

- Bachelor of Science in Computer Science in Real-Time Interactive Simulation
- 3.54 GPA/Dean's Honor List Fall 2014, Spring 2016

## Skills

- Programming – C/C++, JavaScript/Node.js, HTML5, Python, Java
- Game Programming – Game engine development

## General Work Experience

DigiPen Institute of Technology

June 2015 – August 2015, May 2016 – August 2016

ProjectFUN Teaching Assistant/Teacher

iD Tech Camps

May 2013 – August 2013, May 2014 – August 2014

Instructor

## Projects

DigiPen Games

- 2015 – 2016: Rekindled (custom engine) – <http://games.digipen.edu/games/rekindled>

<b>Game summary</b>	<b>Responsibilities</b>
<ul style="list-style-type: none"><li>• 2D</li><li>• Stealth</li><li>• Puzzle/platformer</li></ul>	<ul style="list-style-type: none"><li>• Producer</li><li>• Physics/collisions</li><li>• Core engine architecture</li><li>• Audio</li><li>• Menus</li></ul>
- Spring 2015: Toy Battle Arena (Zero Engine) – <http://games.digipen.edu/games/toy-battle-arena>

<b>Game summary</b>	<b>Responsibilities</b>
<ul style="list-style-type: none"><li>• 2D</li><li>• Turn-based battles</li><li>• Keyboard-swapping multiplayer</li><li>• Class system</li><li>• Randomly generated levels</li></ul>	<ul style="list-style-type: none"><li>• Producer</li><li>• Level data structure (digraph)</li><li>• Pathfinding (A*)</li><li>• Random level generation</li><li>• Gameplay programming</li></ul>

Other Projects

- 2013: The GENI Experiment Engine – <http://gee-project.org>

<b>Project summary</b>	<b>Responsibilities</b>
<ul style="list-style-type: none"><li>• Experimental testbed for cloud-based applications</li><li>• 24/7 uptime for over 2 years</li><li>• Info: <a href="http://groups.geni.net/geni/wiki/GeniExperimentEngine">groups.geni.net/geni/wiki/GeniExperimentEngine</a></li><li>• Source: <a href="https://github.com/rickmcgeer/geni-expt-engine">github.com/rickmcgeer/geni-expt-engine</a></li></ul>	<ul style="list-style-type: none"><li>• Reverse proxy (Node.js)</li><li>• Website/server (Node.js/Jade)</li></ul>
- 2011 – 2012: Imagedoku (HTML5/JavaScript) – <http://imagedoku.com>

<b>Game summary</b>	<b>Responsibilities</b>
<ul style="list-style-type: none"><li>• Sudoku game with images instead of numbers</li><li>• Source: <a href="https://github.com/SmokingFishGames/imgdoku">github.com/SmokingFishGames/imgdoku</a></li></ul>	<ul style="list-style-type: none"><li>• Game programming (HTML5/JavaScript)</li><li>• Third-party API integration</li></ul>

## Publications

- Andy Bavier, Jim Chen, Joe Mambretti, Rick McGeer, Sean McGeer, Jude Nelson, Patrick O'Connell, Stephen Tredger, Yvonne Coady "The GENI Experiment Engine", Tridentcom 2015
- Andy Bavier, Jim Chen, Joe Mambretti, Rick McGeer, Sean McGeer, Jude Nelson, Patrick O'Connell, Stephen Tredger, Yvonne Coady "The GENI Experiment Engine", Proceedings of the Workshop on Future Internet and Distributed Clouds, 2014, September, 2014