Sean Ervin | Resume

TECHNICAL DESIGNER

🌐 https://www.seanervintechnicaldesign.com/ ✉️ seanlervin@gmail.com

in https://www.linkedin.com/in/seanlervinurl/ 📞 713-899-7145

TEAM PROJECTS

SeaFeud ⚙️ .... **January '23 - May '23**
Lead Game Designer • 44 Person Team • Unreal Engine 5
- Led as the Game Designer for a kart racing game.
- Communicated with the lead designers, programmers, and artists towards a fleshed out vision of the game.
- Communicated with stakeholders on the status of the game.
- Designed the mechanic to swap vehicles to dynamically change the stats of the player mid-race.
- Playtested game for glitches and bugs.
- Adjusted and iterated settings based on playtester feedback.

Asurya's Embers ⚙️ .... **July '24 - November '24**
Combat/Level Designer • 21 Person Team • Unreal Engine 5
- Designed the boss and enemy behaviors.
- Designed two combat arenas for boss fights and enemy waves.
- Designed combat encounters in levels.
- Scripted small simple puzzle events that uses pullies to lift and lower the player with UE5 Blueprints.
- Scripted rocks to fall onto the boss to deal damage with UE5 Blueprints.

INDIVIDUAL PROJECTS

Bombs Go Boom ⚙️ .... **August '23 - November '23**
Technical/Level Designer • *Dying Light*: Chrome Engine
- Designed a level around parkour, platforming, and backtracking.
- Scripted new elements where falling debris from the ceiling deters the player.
- Designed for the level to dynamically change as the player backtracks.

Camryn .... **January '24 - May '24**
Technical/Level Designer • *Fallout 4*: Creation Kit Engine
- Scripted and designed a horror level and new mechanic using a camera to flash lights to reveal and manifest objects.
- Scripted and designed various puzzles using the new camera mechanic.

Beats Per Minutemen .... **May '23 - June '23**
Technical/Level Designer • *Fallout 4*: Creation Kit Engine
- Scripted a rhythm game mechanic within *Fallout 4*.
  - Rhythm mechanic has players needing to shoot enemies and objects on beat to deal extra damage or activate traps.
- Scripted a custom gun that will upgrade if the player can consecutively shoot on beat.

SOFTWARE/PROGRAMS

- **Game Engines:**
  - Unreal Engine 5
  - Creation Kit for *Fallout 4*
  - Chrome Engine for *Dying Light*
  - Hammer for *Half Life 2*
- **Programming Languages:**
  - Unreal Engine 5 Blueprints
  - Python
- **Other Programs**
  - Adobe Illustrator
  - Adobe Photoshop
  - Adobe After Effects
  - Adobe Premier Pro

EDUCATION & CERTIFICATIONS

- **Southern Methodist University: Guildhall**
  - Major: Graduate Certificate in Level Design
- **Texas A&M University: Visualization**
  - Major: B.S. in Visualization
  - Minor: Game Design