Sean Fisher

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A highly skilled game programmer with several shipped titles and capability to handle any part of the development pipeline, such as gameplay, shaders, build systems, console ports, and online networking.

Highlights

- Advanced skill with Unreal Engine 4/5 and Unity
- Real-time action game networking
- Porting and build engineering expertise for PC, console, and VR platforms
- Advanced knowledge of 3D character animation in games
- Advanced understanding of game UI

Experience

Chuhai Labs   Kyoto, Japan, 2020-Present
Lead Programmer – CURSED TO GOLF:
- A 2D "Rogue-like" Golf action game (Unity, C#). Shipped across all platforms in August 2022
- Only Programmer for almost all of the game's development. Responsible for elements such as game code, UI, shaders, the Nintendo Switch and PC versions, and post-launch support for all platforms
- Critically and commercially successful and currently holds a score of 81 on Metacritic

Gameplay Programmer – CARVE Snowboarding:
- A VR Snowboarding game for Oculus Quest, released May 2021. Unreal Engine 4 (C++ and Blueprints)
- Created a replay challenge system where players could share and compete against other players' best records online
- Responsible for the UI, leaderboards, VR interactions in the cabin, and player character animation

Hi-Rez Studios   Alpharetta, Georgia, USA 2019
Gameplay Programming Intern – Rogue Company:
- A multiplayer third-person shooter, developed in Unreal Engine 4 using C++ and Blueprints
- Implemented camera shake/camera view changes for key moments such as spawning and death
- Focused on adding game feel for gamepad input and for transitions between movement states (sprinting, crouching, etc.)

ROBLOX Corporation   San Mateo, California, USA 2018
Engine Programming Intern:
- Implemented editor tools on the Roblox Studio game engine (C++)
- Helped create an automated testing suite for the engine (Javascript)

Education

Georgia Institute of Technology   Atlanta, GA, 2016-2019
- Awarded Bachelor of Science in Computer Science, GPA: 3.51