

Sebastian Monroy

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sebastianmonroy.com

professional experience

- Hi-Rez Studios // Associate Gameplay Programmer**
June 2015 - Present
Unreal Engine 3, C++, Unrealscript, Perforce, Visual Studio, JIRA, Trello
worked within a sprawling codebase alongside a small team of programmers and designers and 100+ artists and testers to develop new playable characters with unique abilities for the popular free-to-play PC, Xbox One, PS4 game *SMITE*, a competitive third-person MOBA with millions of global players
- developing new cards, playable characters, gameplay systems, and features for the upcoming team-based, free-to-play first-person shooter, *Paladins*, as part of a small incubator while assisting assisting to train new employees and interns
- Georgia Tech Game Studio // Contract Developer**
Summer 2014, Summer 2015
Unity, C#, Git, Trello
developed GUI, character AI, Twitter-integration, multiplayer networking code, provided technical advice and design input
- shipped iPad game *Electroterrestrials*, currently developing iOS and Android game *Paper Pusher*
- Georgia Tech // Graduate Teaching Assistant**
Summer 2014, Spring 2015
Unity, C#, Python, Git, Monodevelop
developed and graded assignments in Unity and Python while providing advice to approximately 40 students per semester and helping to design new curriculum for Video Game Design and Game AI courses
- GTRI // Co-op Intern**
August 2010 - May 2011
MATLAB, Python, HTML, CSS, Javascript
assembled controllers for mobile robot with panoramic camera and programmed GUI for simulation software
- assisted in the development of company software distro website
- HumAnS Lab and VIP // Student Assistant**
2011 - 2013
Unity, C#, Monodevelop, Java, OpenCV, Eclipse
developed Unity runner-style game for stroke victims or children with cerebral palsy via Bluetooth-enabled hand-held device
- developed software for tracking the gaze of a physically handi-capped Android device user as part of EyeGaze team

Online Presence

github.com/smokelore
twitter.com/smokelore
[instagram.com/smokelore](https://www.instagram.com/smokelore)
soundcloud.com/smokelore

Software

Unity
Unreal Engine 3
Git / Perforce
Visual Studio / Monodevelop / Eclipse
JIRA / Trello
Adobe Photoshop / InDesign
MadMapper
Traktor
Ableton

Languages

C#
C++
Unrealscript
Java / Processing
Python
OpenGL
HTML / CSS / JavaScript
MySQL / PHP
MATLAB
C

Hobbies

Guitar
Drums
Photography
Electronic Music Composition
DJing / Mixing
Digital Painting

education

- MS Computer Science**
Georgia Institute of Technology
2009 - 2013
GPA 3.91
- BS Computer Engineering**
Georgia Institute of Technology
2013 - 2015
GPA 3.65

organizations

- VGDev
Georgia Tech Game Studio
Eta Kappa Nu Honor Society
Briaerean Honor Society
Dean's List