

Sean Williams

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CAREER OBJECTIVE

To architect, implement, and manage game-play design on cutting-edge game titles

GAME TITLES

Unannounced RPG (unfinished) - inXile Entertainment (Unreal Engine 4)	Senior Designer
Lost Planet 3 (PS3, X360, PC) - Spark Unlimited (Unreal Engine)	Senior Combat Designer
UFC 4 (Unfinished) - THQ (Unreal Engine)	Senior Designer II
WWE All-Stars (PS3, PS2, X360, Wii) - THQ (Unreal Engine)	Senior Designer
TNA iMPACT! Wrestling 2 (Unfinished) - Midway (Unreal Engine)	Senior Designer
TNA iMPACT! Wrestling (PS3, PS2, X360, Wii) - Midway (Unreal Engine)	Senior Designer
Golden Compass (PS3, PS2, PSP, X360, Xbox, Wii, PC) - Shiny	Character Designer
Silent Hill Homecoming (PS3, X360, PC - Uncredited) - The Collective	Engine/Design Support
Dirty Harry (Unfinished) - The Collective	Character/Systems Designer
Lord of the Rings: The White Council (Unfinished) - Point of View	Designer
NARC (PS2, Xbox) - Point of View	Level Designer
Unannounced Action RPG Title (Unfinished) - Interplay	Level Designer
Fallout: Brotherhood of Steel (PS2, Xbox) - Interplay	Level Designer

PROFESSIONAL EXPERIENCE

inXile Entertainment- Senior Designer Feb, 2016 - Present

- Using Unreal Engine 4, scripted class blueprints, animation blueprints, and animation state machines
- Designed enemy AI and scripted combat encounters, puzzles and traps for a dungeon crawling game
- Scripted core game interaction functionality

Brachyon - Co-founder/Design Director March, 2015 -Present

- Co-founder and Design Director for a competitive gaming web portal
- Working with the other co-founders to define the user experience, scope, and functionality for the company's web and mobile applications
- Designed low- and high-fidelity wireframes using Photoshop and Illustrator

Oomba, Inc - Lead UX Designer (Contract) July, 2013 – October, 2013 and Sept, 2014 – March, 2015

- Worked with the company's officers to define the user experience, scope, and functionality for the company's web and mobile applications
- Helped establish a pipeline for the user experience design, graphic design, and engineering departments
- Worked with the Design department to establish a visual language for the team's web/mobile applications

Spark Unlimited - Senior Combat Designer November, 2011 – March, 2013

- Managed the development of enemy A.I. by coordinating with A.I. Engineers, Animators, Character Artists, VFX Artists, Sound Designers, and Level Designers
- Designed and balanced A.I. behavior for all game enemies (including boss A.I.)
- Designed and managed core combat systems (Utility Rig/Mech melee combat and gun behavior/balance)
- Worked with Production to organize and manage focus tests

Midway Games - Senior Designer,

October, 2007 – November, 2011

THQ San Diego (after acquisition) - Senior Designer II

- Designed and implemented core combat systems (Charged strikes, counters/reversals, dynamic combos)
- Managed game and engine systems design and the associated interface tools (Replay cameras, blood and bruising tech, multi-part animations, on-screen FX, Create-a-Character, and in-game rewards)
- Designed character control schemes and A.I. behavior. Helped define the game's animation state machine editor.
- Designed and programmed an animation tracking database using MySQL, PHP, and JavaScript
- Scripted animations using a proprietary scripting and animation editor (a variant of Unreal)
- Worked with Animators to streamline animation pipeline, improve animation quality, and enforced animation consistency

Shiny Entertainment (Foundation 9) - Character Designer

March, 2007 - October, 2007

- Scripted animations using a proprietary animation scripting language and editor (AnimEd)
- Using AnimEd, created simple character state machines for more than a dozen game characters
- Worked with Level Designers to create A.I. boss behavior
- Worked with Cinematic Designers to create in-game cutscenes

The Collective (Foundation 9) – Character/Systems Designer

October, 2005 - March, 2007

- Designed and implemented player/A.I. cover system using C/C++. Worked with Engineers on cover physics
- Designed data-driven in-game camera. Worked with Engineers to develop camera functionality
- Worked with Designers to develop melee, ranged, and cover combat systems
- Scripted animations and player state machines directly in the engine's code using C/C++.
- Managed animation scrum team. Implemented environment-based hit reactions and ragdoll physics.

Point of View, Inc - Designer/Level Designer

June, 2004 - October, 2005

- Laid out mission specific assets, event markers, and trigger zones using Maya
- Scripted character AI, game events, and in-game cutscenes using a proprietary scripting language (Charlie)
- Designed and implemented numerous missions in a non-linear game setting
- Expanded upon existing mission designs to improve game flow

Interplay Entertainment Corp - Level Designer

February, 2003 - June, 2004

- Laid out mission assets and event trigger volumes using a proprietary tile-based level editor (Snowblind Engine)
- Scripted character AI, game events, and in-game cutscenes using Small C
- Wrote and maintained level flow documentation

OTHER PROFESSIONAL EXPERIENCE

Interplay Entertainment Corp - QA Console Specialist

July, 2002 - February, 2003

CodeFire, Inc - IT Manager/Webmaster

November, 2001 - July, 2002

Netscope, Inc - Relational Database and UI Developer

November, 2000 - November, 2001