Shea Kelly

Ottawa, Ontario

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SUMMARY

- Worked on a team of 10 developing a third-person hack and Slash Roguelike in Unreal Engine 5
- Created sound effects and worked on a seamless music system for gameplay
- Skilled in multiple coding languages and experienced with A large selection of development tools
- Confident problem-solving skills that allow efficiency when dealing with coding and development

RELEVANT EDUCATION

2022 - 2025 Game Development

Advanced Diploma
Algonquin College, Ottawa, Ontario

- Developed 3D games in a studio-simulated environment, collaborating with a team on a complete game production cycle.
- Gained proficiency in gameplay programming, sound design, and audio systems
- Trained in C++, C#, Unity, Unreal, and problem-solving for roles within game development and software engineering.

RELEVANT EXPERIENCE

2025   Ichor Burns
Gameplay Lead & Sound Design
Ottawa, Ontario

- Worked closely with a group of 10 programmers and artists in collaboration, conflict resolution, and a complete development cycle of 8 months
- Created building blocks within the engine to work off of for gameplay functionality, involving character movement, spell casting, and hit boxes.
- Developed expertise in **Unreal (C++), Git/Github**, and **FL Studio**.

FUNCTIONAL SKILLS

Tools & Platforms
- **Autodesk Products**
  3DS Max
- **Game Development Tools**
  Unreal Engine, Unity, Jira
- **Programming Languages**
  C++, C#
- **Adobe Creative Suite**
  Photoshop, Illustrator

Personal Skills
- Strong Problem Solving
- Calm under pressure
- Willingness to learn
- Skilled in communication

REFRENCES

Dushan Horvat - Course Coordinator - Algonquin College
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Karr Ray Tuguigui - Art Lead and Contact - Quasar Interactive
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