

SEAN LOCKHART

GAME DESIGNER

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PROJECTS

Star Champion - Lead Design and Systems Programmer

Floppy and the Sleepy Game Planet- Level Design & Character Balancing

Have you Herd?- Technical Designer Level Designer

Soul Hammer- Game Design and Programming (solo project)

HIGHLIGHT

3500+ Hours Unreal Engine Prototyping

2000+ Hours Top Down Game Design

2000+ Hours Indie Team Development

GAME DEV EXPERIENCE

Blueprint Game Systems Programming & Level Design for “have you herd?” - Tide Turners 2021-Aug 2024 (Built in Unreal 5)

- Assisting level design for all 3 demo levels and was responsible for the original design and implementation of level 2. I also created the architecture for our main asset controller in level 3 which needed a customized tool to control weather events, UI warnings & level gameplay events
- Optimized blueprint systems created by a previous team of programmers to better communicate to critical systems related to game modes, UI, characters, and levels.
- Created level design tools allowing other designers to easily setup levels for our game modes.
- Designed and programmed our main scoring “pen” asset and bridged art and design to bring this critical asset online and to polish. I was responsible for its main behavior including, technical animation of the asset, UI and UX features, communicating to our level managers for game time updates and win conditions.

Level Designer for “Sleepy Planet Game” Steam Demo (build in Unreal 4.2)

- Responsible for creating blockouts 1 and 2 for 4 of our 7 zones. These were large areas setup to support a player character with robust platforming type abilities. This created a challenge for creating a balanced landscape that would challenge the player and also allow for ample exploration of our zones.
- QA for this project until its demo release with a main focus on character balancing of the main player controlled character.

SKILLS

- Animation Driven AI Behavior Tree
- C#, Blueprint
- Character Ability Systems Design
- Creative Problem Solving
- Design Documentation
- Gameplay Ability System (GAS)
- Gameplay Asset Placement
- Iterative Level Design
- Level Blockout
- Plastic & Perforce
- Public Speaking
- Rapid Prototyping
- Storyboard to Engine Prototype
- UI/UX Design & Implementation
- Unity 3D
- Unreal Engine
- Visual Scripting

EDUCATION

- Full Sail University Orlando, FL
- Bachelors of Science - Aug, 2019
- Game Design Degree Program with Advanced Achievement Award

Game & Level Design Systems Programming for “Soul Hammer” 2023- present Built in Unreal

- This is a Hero Tower Defense solo project I am developing from the ground up with the objective to release to Steam under my own name
 - Building architecture for the base game mode used for the gameplay scene
 - Level design for my re-playable level
 - Systems Design and Programming for the following
 - Character Abilities
 - Animation Driven AI using blackboard
 - Player character experience & leveling
 - Character and Level UI
 - Tower AI used by the player character

Vision holder Systems Designer & Programmer Star Champion Built in Unity using C#

- Responsible for designing, programming and refining main gameplay systems for the following
- Player Ships
 - 2 ships with 4 unique abilities utilizing 4 modular character components
- Auto cannon targeting /combat systems
 - The main AI component for controlling towers
- Enemy AI
 - Basic AI system that followed patrol paths, seek player when in range, and destroy player base objects
- Level Design Tools
 - This was an actor class that allowed for designers to easily setup and test gameplay scenarios and conditions for winning such as round spawn timers, unit classes to be spawned, and how many
- 4 Modular classes created for the purpose of adding to each AI ship and Player ships as needed
 - Ship status controlling health, armor, shields and all of the other character stats
 - A mining class that allowed players to harvest resources in the scene
 - A combat component that allowed ships including the player to control their ship based turret system
 - An experience component responsible for keeping track of xp gained by the player through battle and gave the players access to upgrades for all abilities and attributes

Full Sail University- Unreal Lab Specialist, 2020-current

Final Project “ Capstone Team”

- On the “capstone” team I am responsible for helping students define their games with meaningful and complete gameplay loops. I organize initial team meetings and offer insight and advice for fundamental systems and level design. I also serve as one of the main QA's for student projects offering feedback for getting the most out of each system.

Fundamentals of Unreal blueprinting and design specialist

- Guiding students who are new to Unreal learn the basics of blueprint programming and interfacing with the Unreal Engine.