

Sean Brady

Game Designer

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Canberra, ACT 2602 

SUMMARY

A game designer with 2 years of experience working on multiple small-scale projects at the AIE. Eager to join the industry to apply my skills while working with and learning from others.

EXPERIENCE

Magical Spell Masters – 15 weeks (August–December 2021)

Designer, UI Designer, QA Tester

Team Size: 7 (2 Designers, 3 Artists, 2 Programmers)

Magical Spell Masters is a turn-based strategy game about spelling words to cast spells. Using a grid of magical runes, the player must spell out powerful words, combining elements to defeat dangerous foes across a series of battles.

Key achievements:

- Designed and Completed 15 week game project
- Created a helpful tutorial to teach players mechanics that fit the vision

<https://magical-spell-masters.itch.io/magical-spell-masters>

Latch – 9 weeks (September–November 2020)

Designer

Team Size: 8 (2 Designers, 4 Artists, 2 Programmers)

Project Latch is a 2D, pixelated, side scrolling, puzzle-platformer for the PC. The player uses a magnet to beat enemies, solve puzzles and traverse the harsh environment of a post-apocalyptic world.

Key achievements:

- Develop first game as part of a multi disciplined team
- Share a game online for anyone to download

<https://project-latch.itch.io/project-latch>

EDUCATION

Advanced Diploma of Professional Game Development | Academy of Interactive Entertainment (2020-2021)

COMPLETED 2021

- Level Design Fundamentals
- Narrative design
- QA Testing
- UX Design
- Virtual Reality
- Working to a Brief

SKILLS

Game Design

- Designing Core Mechanics
- Design Documentation

Level Design

- Level Blockouts
- Set Dressing

UX Design

- Creating prototype Wireframes
- Creating multiple wireframe Iterations
- Reviewing and improving based on feedback and playtests

QA Testing

- Conducting Playtesting Sessions
- Making and Analysing reports

SOFTWARE

Focus

- Unity + Probuilder
- Perforce, Github

Knowledgeable

- Blender
- C++, VB
- Photoshop

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REFEREES

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