Seán Burke Resume

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Education

Dundalk Institute of Technology (DkIT) - *B.Sc. in Games Development - 3rd Year*
Key Modules: C++, OOP, 2D/3D Game Engine Development, Database Systems, Data Structures and Algorithms, Mathematics, Calculus, Game Physics, Software Testing

Technical Summary

Languages: C++, C#, Java, SQL
Game Engines: Unity, Unreal Engine 5
Tools: Rider, CLion, IntelliJ, Git, Trello, Notion, Mural, Miro
Systems: Gameplay Programming, Systems Design, UI, AI

Projects

Salamande**r** *(Unity)*
Winner of Best User Interface – Games Fleadh 2025
- Technical Lead on 5-person team, delivering a polished game in 3 weeks
- Designed responsive, event-driven UI with Scriptable Objects using the Observer Pattern
- Salamander Itch and Repo.

Anxiety Con *(Unity)*
Winner of Best Representation of Well-Being – ZTGK 2024 (Lodz, Poland).
- Team Lead on a 6-person cross-European team.
- Integrated all the teams assets into Unity; built final project
- Presented game at expo booth and conference panel
- Anxiety Con Itch

Experience

Programming Instructor - Coder Dojo - Nov 2024 to May 2025
Led monthly programming classes to kids of all ages at DkIT
English Teacher - Fáilte Isteach - April 2022 to Aug 2022
Led bi-weekly English classes for Ukrainian refugees who had just moved to Ireland.
Healthcare Assistant - Skibbereen Retirement Village - Mar 2020 to Aug 2020
Worked as an essential healthcare worker during Covid looking after 30+ Residents.

Activities & Interests

Game Jam Regular – Participate in many local/international jams
Gaming Research – Maintain personal docs including Level Design Study
Fitness – Gym enthusiast trying to keep a healthy balanced lifestyle
Teaching - Love teaching people what I know in person and on YouTube.