

Seth Burchfield

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Portfolio: sburchfield.com



Skills

Languages: C++, C#, Java, Python

Engines: Unity, Unreal Engine, Godot Engine, GameMaker Studio 2

IDEs: Visual Studio, Eclipse

Other: Project Management, Git

Education

Auburn University, Samuel Ginn College of Engineering – May 2020

Bachelors Degree in Software Engineering, GPA: 3.60

Projects

(see all projects at sburchfield.com)

CounterTOP (Godot/gdscript) 2019, Solo project

Fast-paced, punchy, 1v1 arena fighter where players are possessed household appliances.

CONSUMO (Gamelaker/GML) 2019-present, Team project

An action platformer where the player takes the role of the chef, who cooks meals for a rag-tag band of adventurers.

DayNight (Godot / gdscript) 2019, Team leader

Rogue-like adventure with spell-based combat. On a constant day-night timer, the world changes with each passing day.

Employment History

Seafood Services (Summer 2017; Summer 2019)

Delivered seafood and stocked freezer with new products

Tristate Graphics (2015-2016)

Worked with graphic designers on print jobs

Achievements/Involvement

TigerDev (2019-2020)

Became secretary in 2020, emailed members every week, answered questions, and helped new members get involved. Participated in several semester long projects, including one led by myself.

SkillsUSA (2016)

Competed at national level for Advertising Design

E-Day Volunteer (2020)

Volunteer for Auburn's Engineering Day 2020. Answered visitors' questions and directed them.

Photoshop CS6 Certified