

Seth Burchfield

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Portfolio: sburchfield.com

itch: birchtree.itch.io

GitHub: github.com/sethburch

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Skills

Languages: C++, C#, Java, Python, ActionScript 3

Engines: Unreal Engine 4, Unity, Godot Engine, GameMaker Studio 2

IDEs: Visual Studio, Eclipse, Android Studio

Other: Project Management, Git, Firebase, Photoshop, UI Design

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)

The Chopping Chambers (Unreal Engine 4/Blueprints) 2019, Team project

First-person action adventure where the player uses an axe to defeat enemies and solve simple puzzles.

Snippets Snap (Android Studio/Java/Firebase) 2019-2020, Team project

Senior design project. Worked with client to create a social media application. Includes posting, a friends list, and searching users.

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

Marching Cube (Keywords Studios) (August 2020-Current)

Seafood Services (Summer 2017; Summer 2019)

Tristate Graphics (2015-2016)

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