

# Sean C Ahern

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## Technical Skills:

**LEVEL DESIGN:** SC2 Galaxy Editor, UnrealEngine 3, UDK, Hammer Editor, Q3Radiant  
**3D:** Maya2010, ZBrush 3.2, Cinema4D  
**GRAPHICS/MOTION:** After Effects CS5, Photoshop CS5, Illustrator CS5, InDesign CS5  
**PROGRAMMING:** Mental Ray Shader Programming, MEL, Python for Maya  
**SOUND DESIGN:** Logic Studio 9, SoundTrack Pro 2  
**WEB:** XHTML, CSS, ActionScript 2, Flash CS5, Dreamweaver CS5  
**WORD PROCESSING:** Microsoft Office Suite 2008

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## Employment History:

### Freelance:

*Level and Game Design - 2003-Present*

- Created concept diagrams to determine environmental asset placement, gameplay, level flow, and AI pathing.
- Developed BSP level shells and block-outs.
- Created environmental assets and set pieces using Maya and ZBrush.
- Utilized Galaxy Editor, UnrealEd 3, Hammer, and Q3Radiant to create engaging experiences.
- Working as a level designer for an indie RTS/FPS game in development using the Starcraft 2 Galaxy Editor.

**EVEO:** San Francisco, CA

*Senior Motion Graphics Artist - 2009-2010*

- Utilized Maya to create 3D environments featured in our motion graphics videos.
- Created motion graphic educational programs for the pharmaceutical industry, professionals, and consumers.
- Composited green screen and 3D environment footage into motion graphic videos.

**Digitas Health:** Philadelphia, PA

*Designer - 2006-2009*

- Designed User Interfaces utilized within Motion Graphic pieces for numerous pharmaceutical companies.
- Designed and implemented an efficient 3D pipeline to be used in conjunction with our Motion Graphics team.
- Utilized Maya to create 3D environments featured in our motion graphics videos.
- Composited green screen and 3D environment footage into motion graphic videos.
- Developed high-definition motion graphic work for convention booth installations.

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## Education:

*2002-2006*

**La Salle University:** Philadelphia, PA

- Bachelor of Science, Digital Arts and Multimedia Design