

Sean Keanaaina

Game Designer
skeanaaina@gmail.com

Website: <http://skeanaaina.weebly.com/>

LinkedIn: <https://www.linkedin.com/pub/sean-keanaaina/82/636/951>

Skills

Communication and Leadership	Design Docs (Confluence, Google Docs)
Version Control(Perforce, Source Tree, Git)	Prototyping (Paper, Construct 2, Game Salad)
Unity, Unreal, Android/iOS, HTML5 Development	Math Alchemist and Spreadsheet Master
Extensive Programming Experience (C++, C#)	Fluent Japanese

Previous/Current Game Projects

Maui - January 2015.

-My Role: Lead Designer
-Unity 3D (C#) -Cultural Game
-100k+ downloads on Steam

RGames Portal- April 2017.

-My Role: Producer
-Over 15 total games in HTML5
-Portal for First, Second and Third Party games

Pets Unleashed(EA mobile) - Jan 2016.

-My Role: Associate Designer(Lead Designer)
-Level, feature and System Design
-3 million + downloads (iOS/Android)

Sumo-mentum - December 2014.

-My Role: Lead Engineer
-Unreal Engine (C++, Blueprints)
-3D Multiplayer Brawler

Education

Graduate - University of Utah – MEAE (ranked #1 Graduate Game Design Program)

Undergraduate from BYU-Hawaii- Computer Science B.S. with honors

Work History

Rakuten Games - Producer and Game Designer: Jan 2017 - Current Created new games from start to finish. Managed existing games. Created casual, mid core, and core games in order to release a diverse portfolio for Rakuten Games' HTML5 platform. Focused on systems design from simple physics games and social focused economies to full RPG systems, custom scripting engines, and gacha systems. Worked with very small teams and limited resources to meet specific business goals. Practiced KPI driven game design and Agile Project Management while working with external QA teams and second party game devs in both English and Japanese.

Electronic Arts - Associate Designer (Lead Designer): Jan 2016 - Jan 2017 Worked as the lead designer of Pets: Unleashed and an unannounced project. Intensive systems design and balancing, gameplay creation and interfacing with large multi-discipline team to create concise proof of concept. Focused on systematizing level design, created design documents, revised existing design, managed and collaborated with design team and implemented design decisions while working with engineers, artists and QA teams. Worked with junior designers to break up large task into smaller chunks and handled the logistics of game design deliverables major deadlines for live updates

Therapeutic Games and Apps(GApp Lab) - Engineer/Producer: Sept.2015 - Jan 2016 Created medical apps and games. Worked with stakeholders to identify needs and then created prototypes to fill those needs. Focused on programming and creating good UX while working with artists to create intuitive and beautiful UI. Met regularly

with stakeholders to present ideas and pivot if necessary. Kept meticulous documentation of the process and managed strict confidentiality and compliance requirements of the medical field regulations.