

Seth A. Rolfe

Email: seth.rolfe@gmail.com
www.sethrolfe.com • <https://www.linkedin.com/in/sethrolfe>

Game Designer

Skilled game designer, capable of solving complex problems, and meeting tight deadlines. A perpetual learner, always searching for new tools and methods to improve skills. Highly self-motivated and can work well as part of a team or individually.

Skills

Unity • C# • Agile Development • Source Control • Level Design • Terrain Editor • Game System Balance and Design • Design Documentation • Team Leadership • Play Test Conducting • MonoDevelop • Visual Studio • Audacity • Blender

Projects

Galaxy Warrior • Student Project • Unity • 03/2016

- Designer / Programmer • 2D • Top down space shooter showcasing programming.

Mountain Ascent • Student Project • Unity • 02/2016

- Designer / Programmer • 3D • 3rd person adventure game representing level design.

Ascension • Global Game Jam • Unity • 01/2016

- Designer • 3D • Exploration game based loosely on the trials of theological ritualism.

Professional Experience

Pomeroy • Durham, NC • 7/22/14 – Present • Desk Side Support Technician

- Provides IT support and configures/maintains Windows Enterprise work stations.

United States Air Force • Whiteman AFB, MO / Eielson AFB, AK • 02/28/08 – 08/29/14

- Served for 6 ½ years on Active Duty, achieved the rank of Staff Sergeant (E-5)

Education

- Full Sail University • Game Design • Expected Graduation 06/2017
- Community College of the Air Force • Transportation Management • Completed 51 Credits

Certifications

- 98-361: MTA: Software Development Fundamentals • Jan 2014
- Microsoft Certified Professional • Jan 2014
- Dell and HP Certified Repair Technician • Mar 2016