

LIAM K SHEEHAN

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EDUCATION

- Quinnipiac University** Hamden, CT
Master of Science Instructional Design 2021 - Expected August 2022
- Quinnipiac University** Hamden, CT
Bachelor of Arts Game Design and Development 2017 - 2021

WORK EXPERIENCE

- Connected Camps** Los Angeles, CA - Remote
Lead Curriculum Developer April 2020 - Present
- Leading development of gamified curriculum for an Advanced Game Design course taught online to classes of children ages 8-13 facilitated by Minecraft.
 - Teaching Game Design, Roman History, and Video Editing classes to classes of 12 children.
 - Training other staff to be able to teach using developed curriculum.
- Starbucks** Hamden, CT
Barista Trainer April 2016 - June 2020
- Trained and mentored nine baristas from day one, ensuring that they had the necessary skills and self-confidence to carry out the job.
 - Created personalized training curricula for each new barista.
 - Selected as "Partner of the Quarter" in early 2020 by other team members.
- ADA Therapy, LLC** Fairfield, CT
IT Intern & Mentor Staff May 2014 - June 2015
- Diagnosed and remedied a variety of computer problems (printer issues, hard drive backup and restoration, faulty internet connectivity, etc.) to maintain overall operational excellence.
 - Mentored patients with Asperger's Syndrome & other conditions.

SKILLS

Instructional Design: ADDIE, Adult Learning, Gamification, Graphic Design, Narration, Video Production
Software: Articulate Storyline, Camtasia, Illustrator, OBS, Photoshop, Premiere Pro, Reaper
Other: Acting, Cooking, Guitar, Japanese, Music Composition, Piano, Sound Design

PROJECTS

Advanced Game Design in Minecraft *Lead Curriculum Developer*

Oversaw a team of four designers through a collaborative iterative process spanning 16 weeks using Slack, Google Workspace, and Minecraft. Conducted analysis and created design plan, wrote curriculum, created slides for presenters, and developed in-game activities. Deployed on Outschool.

3D Co-op Puzzle Cave Adventure *Unity, Project Manager & Programmer*

Oversaw a team of four through rapid iterations of a co-op puzzle game from whiteboard concept to execution. Did lead programming work alongside a junior programmer. Built in 48 hours for Quinnipiac's segment of the Global Game Jam, where it was most popular of all QU submissions.

3D Cube Game *Unity, Sound Designer, Level Designer, Programmer & Scrum Master*

Built in eight weeks with a collaborative workflow using Trello and Discord on a team of four. Designed all levels and sounds. Programmed some game behaviors. Managed workflow as Scrum Master.

Reels RenPy, *Writer, Programmer, UI Designer*

A visual novel written in four weeks. Wrote entire script in an iterative process that involved several revisions, procured art assets, designed UI, and programmed every facet of the project.

HONORS & AWARDS

Quinnipiac University Game Design & Development Showcase - People's Choice Award

In 2020, this was awarded for my game, 2-D Sword Game. In 2021, our team won again with our game, 3D Cube Game. Chosen for the award by the Department's students. Cash prize. May 2020 and 2021

Intel University Games Showcase

Selected by the Quinnipiac Game Design & Development Department to represent the program in Intel's yearly University Games Showcase. July 2021