DAVE SULLIVAN // Technical Game Designer

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EXPERIENCE

March 2021 - Present
Game Design Technical Assistant – CG Spectrum (Remote)

- Creating & updating new Game Design course content
- Managing updates, bug fixes and support of the CGS Framework: A UE4 project that Game Design students use for assignments and game development
- Adding content to the CGS Framework including a compass and quest tracker system, additional materials, and sound cues
- Assisting Game Design students with technical support, assignments, and feedback
- Setup remote connectivity, access control, training, and ongoing management to an external CGS Subversion server for version control of individual assignments as well as collaborative work, for use by anyone in any department or program

November 2009 – Present
Systems Engineer – JSI Telecom (Ottawa, Canada)

- Part of a team that is responsible for all testing and design of all hardware, system (both physical and virtual) and networking for customer turn-key systems
- SAN network design, documentation, implementation, and support
- Design, documentation, and implementation of system monitoring solution for customer systems
- Creation of system build and system update procedures (both physical and virtual systems)
- Creation of network designs and procedures for building customer systems
- 3rd level support for customer fielded systems
- Manage an engineering lab of multiple systems and devices for testing, design and troubleshooting purposes
- Interface with various vendors for new business opportunities and product support

April 2009 – November 2009
Network Administrator – Canadian Dental Hygienists Association (Ottawa, Canada)

March 2008 – April 2009
Network Systems Engineer – Ciena Corp (Ottawa, Canada)

Feburary 2006 – October 2007
Network Administrator – The Agency for Co-operative Housing (Ottawa, Canada)

SKILLS

- Game Design – System design, combat design, level design, technical design, prototyping
- Unreal Engine
- Unity
- Blueprints and C#
- Strong troubleshooting and analytical skills
- Project management
- Managing IT budgets and projects
- Budget planning
- MS Office Suite
- Confluence
- PowerShell scripting
- Enterprise server & storage design, configuration, and implementation
- Technical and non-technical procedure and documentation writing
- System monitoring apps such as Nagios
- Windows (Server and Desktop), Linux and MacOS Operating Systems
- Network security, design, and troubleshooting
- Client & vendor support
- Strong team player
- Able to work independently & remotely
- Strong interpersonal skills
- Able to communicate with individuals at all levels within an organization

EDUCATION

- **Game Design Diploma (2021)**
  CG Spectrum College, Remote
- **Unity Certified User: Programmer (2020)**
- **Introduction to Project Management (2007)**
  Algonquin College, Ottawa
- **Computer System Technician – Diploma (2001)**
  Algonquin College, Ottawa