

# Sean McCann

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## EXPERIENCE

### **Sea Monster Entertainment, Cape Town**— *Software Engineer and Game Developer*

June 2015 - PRESENT

- Developed Mobile and Desktop Applications and Games for both Android and iOS, as well as for Web.
- Projects were often either Augmented or Virtual Reality focused.

## EDUCATION

### **University of South Africa, Johannesburg** — *Bachelor's Degree of Science in Computer Science*

2011 - 2016

I obtained my bachelor's degree and in my final year and did so whilst working, shortly after relocating to Cape Town to begin my career. All core Computer Science and Information Technology concepts were taught.

### **University of Johannesburg, Johannesburg**— *Bachelor's Degree of Commerce in IT Management*

2008 - 2010

I initially studied a bachelor's degree of commerce to which I felt was not to my style, although I learnt a lot in the financial spectrum of IT, it was computer science that I was better suited toward and switched to accordingly.

### **Christian Brothers College, Johannesburg**— *Matric IEB* All subjects higher grade.

## PROJECTS

- Pick 'n Pay Super Animals Augmented Reality App (Google Play Store / Apple App Store)
- IMVU Bar Blitz (Google Play Store / Apple App Store)
- Momentum - Eish Happens (Google Play Store / Apple App Store)
- Old Mutual - Moneyversity Augmented Reality App (Google Play Store / Apple App Store)
- 6 Months working on Disney's Cartooniverse containing various mobile games.

## SKILLS

- Unity
- Android Studio
- Windows and Linux
- Android
- Git / Bitbucket
- VR / AR
- Node / React / Flask

## LANGUAGES

- C#
- Javascript
- C++
- Python

